

ISSUE NO.
270
AUGUST
SEP/OCT PRE-ORDER

GTM

GAME TRADE MAGAZINE



DUNGEONS & DRAGONS

ONSLAUGHT

PVPVE PLAY, HEAD-TO-HEAD BRAWLS, AND EPIC DUNGEON CRAWLS!

LEARN MORE INSIDE!

WIZKIDS



IN THIS ISSUE:

- AVOID THE DREADED ITCHY SWEATER AND OTHER GARBAGE GIFTS IN *HERE TO SLEIGH*, THE LATEST EXPANSION FOR *HERE TO SLAY*.
- BRING LOTHRIC TO LIFE WITH ALL-NEW *DARK SOULS* RPG MINIS FROM STEAMFORGED GAMES!

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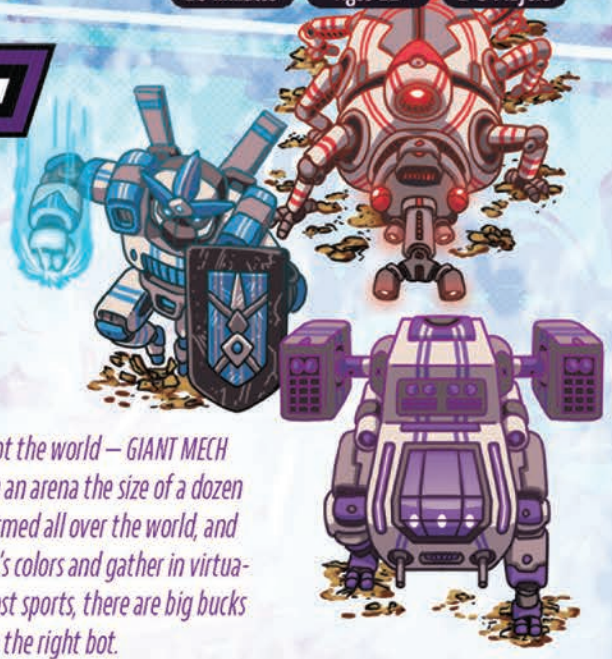
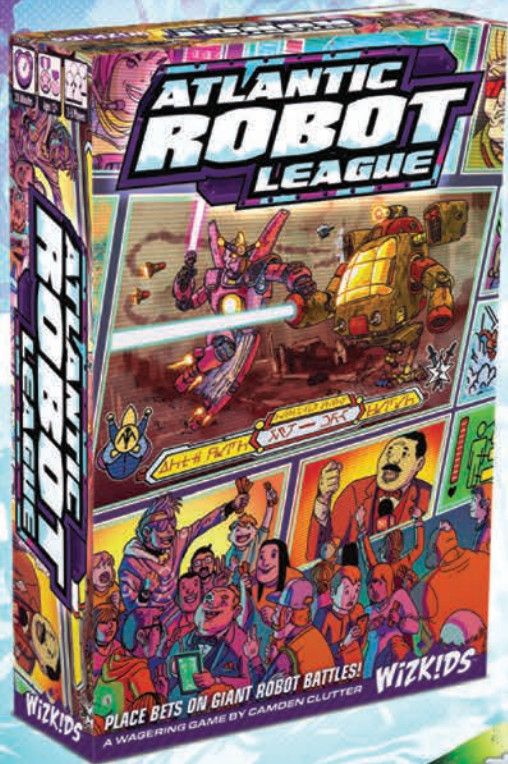
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WizKids
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COVER STORY



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Dungeons & Dragons RPG: Onslaught

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by WizKids/NECA

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by Steamforged Games

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Greetings Dear Readers!

Here it is — your August 2022 edition of *Game Trade Magazine*!

Known affectionately as the “Gen Con issue,” our contributors traditionally showcase their upcoming exciting releases for the rest of the year, and they definitely did not disappoint!

We kick things off with a closer look at WizKids’s fantastic tabletop miniatures game, *Dungeons & Dragons: Onslaught*. In *Onslaught*, players must contend with wandering monsters, rival factions, and other hidden dangers as they make their way through various scenarios in search of glory and — of course — *treasure*.

And if you enjoy fantasy miniatures, be sure to check out our closer look at the *Dark Souls RPG* minis line from Steamforged Games! These highly detailed figures will be a great addition to the tabletop and will add just the right amount of atmosphere to your next session!

Of course, if you prefer your fantasy a bit more on the whimsical side, then look no further than the latest expansion for *Here to Slay, Here to Sleigh!* You read that right, the team at Unstable Games are ready for the holidays with the next release for the fun and fabulous fantasy party builder. Avoid gifts like the *Really Itchy Sweater* and go after Good Gifts like *EZ Mix Potions* as you try to “win” this holiday competition.

That’s not all! We have more info on the next *DC HeroClix* expansion, *Batman Team-up*, the *Exit* series celebrates five years, and there’s more to meet the eye with the *Transformers RPG*!

All this and so, so much more this month dear readers.

And since this is the *Gen Con* issue, folk can swing by our booth (#110) for a FREE copy of *GTM*, plus one or two other goodies we may have on hand as well.

(Of course, if you’re reading this, that prospect may seem a bit superfluous, so please tell all your friends at the show — we’d love to meet them!)

Game on!

-JG



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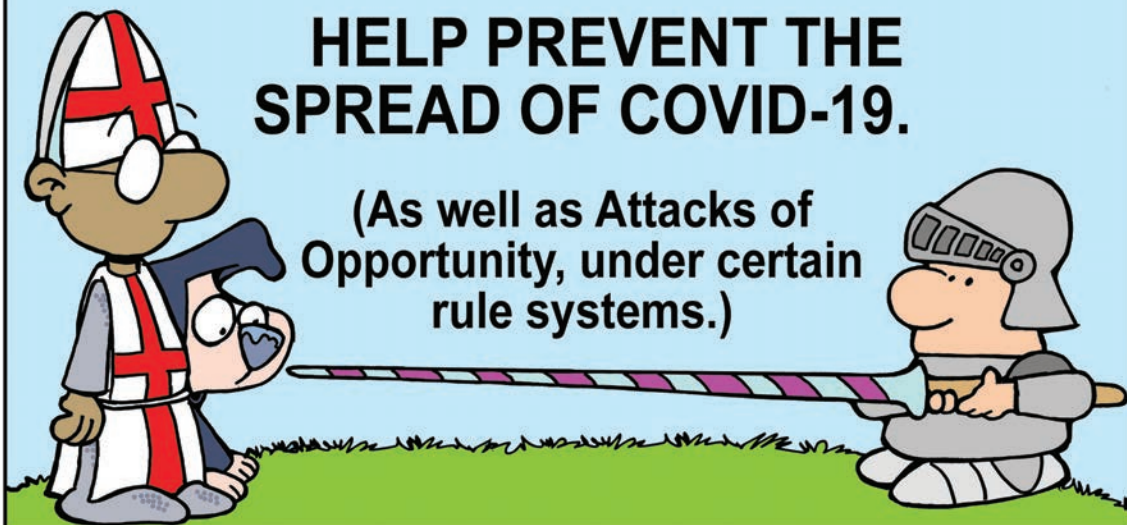
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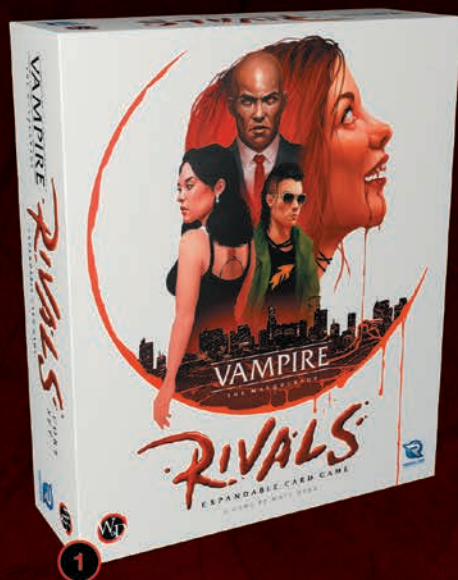
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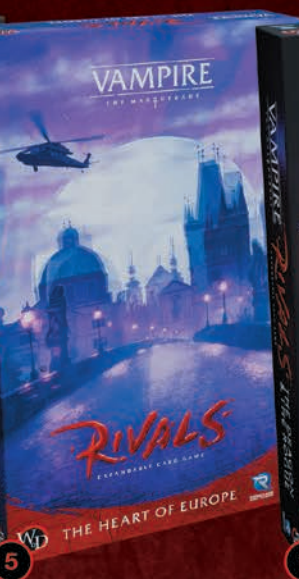


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| 6 | Vampire: The Masquerade Rivals The Dragon & The Rogue Expansion | RGS 02458 | MSRP \$30 | Q4 Release! |

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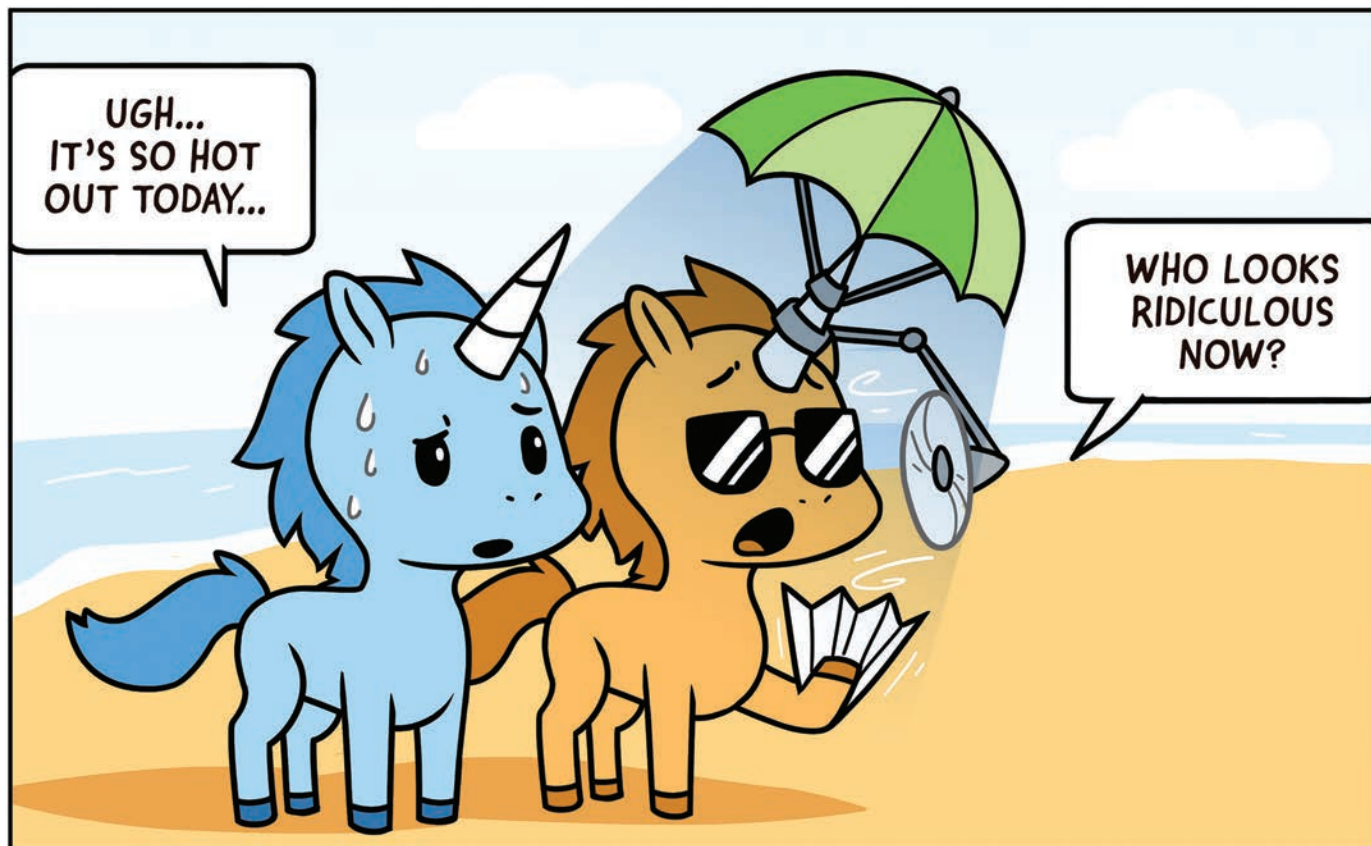
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

FEATURE

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVE

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

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Scheduled to ship in July 2020.



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CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 6810720.....\$19.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-designed, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$19.95



MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HN010595.....\$19.95



RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$19.95



SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$19.95



SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 9003069.....\$19.95



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COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$19.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$19.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$19.95

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 100mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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GTM AUGUST 2022

11

ONSLAUGHT

WIZKIDS

DUNGEONS & DRAGONS RPG: ONSLAUGHT CORE SET

WZK 89700 \$139.99 | Available September 2022!

Coming soon from WizKids an industry leader of *Dungeons & Dragons* miniatures and accessories, is *Dungeons & Dragons: Onslaught*, an action-packed miniatures game that pits two parties of adventurers against one another in head-to-head brawls and epic dungeon crawls!

BATTLE IN A BOX

Many miniatures game core sets feature just enough content to get players started, with the expectation that players will pick up additional expansions to field a full army. *Onslaught* turns this trend on its head; not only does the game come with enough pre-painted miniatures for two players to run a full party of five characters, but each faction also includes an additional character for flexibility.

In addition to twelve playable characters, the core set features nine monster miniatures: four kobolds, two gnolls, a troll, an ettin, and a stunning young black dragon. It also features a beautiful double-sided fold-out map rendered in the classic one-point perspective.

This plethora of content serves a critical purpose: allowing players to dive into the game immediately and supporting six linked scenarios. "*Onslaught* is a true hybrid," says Director of Miniatures Games Alex Davy. "It takes the best aspects of dungeon-crawling board games and tabletop miniatures games and fuses them together into a singular experience."



ALL-OUT BRAWLS

In *Onslaught*, players must contend with much more than just the enemy party. Wandering monsters are a key aspect of many scenarios, from lowly minions to menacing bosses. "From a design perspective, it gave us a way to explore space that most other miniatures games don't," says co-designer Travis Severance. "Most miniatures games feature player versus player combat, with terrain playing a major role in most games and their outcomes. In our game we wanted to use the monsters as objectives, adversaries, and obstacles to add as much variety to the game as we could. It's also a lot of fun being able to unleash the power of a monster on your opponent!"

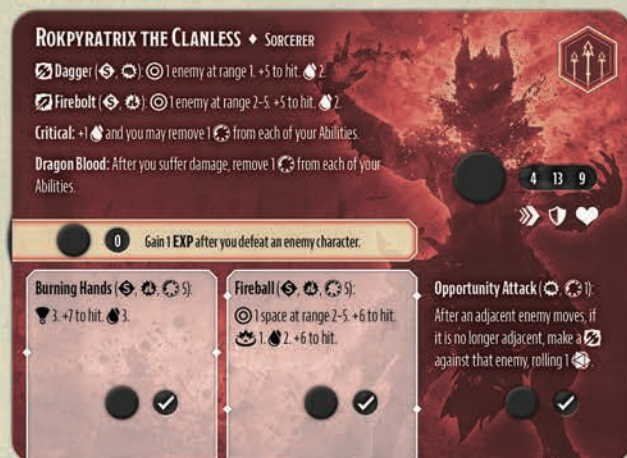
The monsters in *Onslaught* are not under the direct command of either player. Instead, a simple and intuitive artificial intelligence system guides their actions based on parameters laid out in each scenario.



DUNGEON CRAWLS

The *Dungeons & Dragons* DNA in *Onslaught* extends beyond encounters with fearsome fiends. Included in the core set is a series of six linked scenarios that send the rival parties deep within a ruined fortress in search of a lost treasure horde. They can loot treasure chests, acquire powerful magic items, and level up their characters.

Each character features an accompanying character card that displays everything a player needs to command that character in combat. Along with information such as a character's name, role, faction, and class, these cards display a character's basic attack capabilities, passive effects, and critical effects. Finally, each card features five distinct dials: a "battle wheel" that displays the character's current speed, armor class, and hit points, and experience dial, and three "cooldown" dials that govern a character's most powerful abilities.





Because all the information is so clearly organized, managing each character over the course of the game is a snap. “Mechanically, the combat dials are amazing,” says Yu. “The WizKids production team put something really special together there. The art and design team also had a unique vision and created a *D&D* game that’s striking and innovative. I’m obviously biased, but I’m totally in love with how everything looks in the final product. There’s so much cool stuff in the box!”

TABLETOP TACTICS

Numerous miniatures games place a heavy tactical emphasis in the list-building phase of the game. Players customize their armies, adding units, characters, and upgrades until they reach a pre-determined allotment of points. As much fun as this sort of tinkering can be, the designers of *Onslaught* wanted to go in a totally different direction.

Each character in the game is assigned one of six different roles: Vanguard (durable frontlines that protect other characters), Healer (vital medics that keep you in the fight), Melee Damage (aggressive characters that deal big damage up close), Ranged Damage (deadly backliners that put the hurt on at range), Tactician (flexible operatives that influence other characters and even the map itself), and Hybrid (multi-purpose characters that can fulfill multiple roles). After seeing the scenario that they will be playing, each player chooses a party of five characters from their faction, each with a different role.

Instead of coming to the game with a preconceived strategy, *Onslaught* encourages players to stay flexible and react to whatever unfolds. This philosophy extends to the activation mechanics of *Onslaught* as well.

At the start of each round, the active player receives the Initiative 1 card, and then players are dealt nine additional initiative cards to secretly assign to their characters. Monsters are assigned initiative cards based on the scenario. During the Action Phase of the round, characters and monsters activate in the order determined by their assigned initiative cards, starting with the Initiative 1 card.

“The initiative system is one of the most inspired things about *Onslaught*,” says Davy. “Players have to change their perspective and tactics each round based on which cards they are dealt, what they need to accomplish, and what initiative values the monsters and their opponent’s characters have at their disposal.”

Two other core elements keep players on their toes from round to round: Loot and Leveling Up. Most scenarios feature treasure chests

scattered around the map, which characters can investigate to discover powerful items that can turn the tide of battle—or trigger unexpected monsters or traps!



In addition, characters have the potential to level up by gaining experience points by looting chests, attacking, and healing themselves or other characters. Each character also has a bonus experience ability on their character card that is tied to their battlefield role. When a character gains their fifth experience point, they level up and gain one of two powerful new abilities unique to that character.



These elements combine to create a tactical experience that’s all about adapting to a constantly evolving battlefield, adjusting your strategy on the fly to overcome each new challenge.

“This game has been a real labor of love for both Travis and me,” says Yu. “We’ve both been playing *D&D* since a young age, and being able to leave our own personal imprint on the property, however small, is pure wish fulfillment.” Scenarios run the gamut from no-holds-barred combat to cautious, stealthy brinksmanship, and of course, numerous options feature epic confrontations with mighty monstrous champions. All told, the core set alone features enough content for dozens of hours of fun.

“It was a true pleasure working with Nick and Travis to bring their vision to life. They’ve created something truly special for fans of *Dungeons & Dragons* and tabletop wargaming alike,” Davy says.

...

DARK SOULS™

THE ROLEPLAYING GAME



DARK SOULS RPG: GUARDIAN DRAGON

SFL DS-RPG006 \$49.95 | Available June 2022!

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SFL DS-RPG002 \$24.95 | Available June 2022!

DARK SOULS RPG: UNKINDLED HEROES PACK 1

SFL DS-RPG005 \$24.95 | Available June 2022!

Anyone who's run a roleplaying adventure can tell you a good imagination is crucial. Letting your imagination run wild is what separates roleplaying games from the tabletop crowd.

But imagination can only take you so far.

There's nothing better to enrich a roleplaying campaign than **quality, detailed miniatures**. We at Steamforged Games know that better than anyone.



That's why we're offering players a range of 5e-compatible *Dark Souls™* miniatures to give their adventures in Lothric another dimension. Well, actually, three dimensions.

What better to fire your imagination than an enormous Guardian Dragon miniature bearing down on you on the tabletop? Minds will be awlir with sounds of clashing steel, the acrid stench of smoke and

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DARK SOULS RPG: UNKINDLED HEROES PACK 2

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flame, and the visceral fear of facing off against a colossal foe of unimaginable power.

One thing's for sure: your adventures will be anything but miniature.

The Acclaimed *Dark Souls™* Franchise

Bandai Namco Entertainment Inc. and FromSoftware's hugely popular *Dark Souls™* video game series, famous for its punishing gameplay and revolutionary level design, has sold a whopping 27+ million copies to date.



This new release builds on our record of bringing *Dark Souls™* to the tabletop, with the hugely successful *Dark Souls™: The Board Game* and *Dark Souls™: The Card Game* selling over half a million copies.

Our miniature sets will really bring the world of Lothric to life, recreating the visuals and aesthetics of the games that have captured the imaginations of players everywhere.





Whether they're lovingly painted and kept in pride of place in a display cabinet, or sent to battle on the tabletop, these beautifully-realised depictions of characters, enemies, and artefacts from the video games will delight collectors and series fans everywhere.



Players can now:

- **Bring their characters to life** with miniatures depicting starting classes from the video game, such as the steadfast Knight and nimble Thief
- **Take their encounters to the next level** with iconic monster miniatures, such as Hollow Soldiers, Silver Knights, and more
- **Unleash terrifying *Dark Souls™* bosses on their campaigns** with the enormous Guardian Dragon miniature.

MINIATURES IN DARK SOULS™: THE ROLEPLAYING GAME

Not only that, these sets are designed especially to take players' *Dark Souls™: The Roleplaying Game* campaigns to the next level.

This complete tabletop roleplaying game of adventure, horror, and tactical combat, containing a wide array of class features, character equipment options, a brand new magic system, and a new Position stat combining the Health, Stamina and Focus bars from the video games, will test roleplayers to their limit.

Just like Siegwad of Catarina, you'll have to use your head and think if you want to survive for long in Lothric, and these miniatures enable players to work together and plan their attacks effectively, making full use of *Dark Souls™: The Roleplaying Game's* tactical and strategic combat system.

And players can slot them straight into their adventures with up to six quality miniatures and 5e-compatible stat cards in every pack.

But you're not limited to *Dark Souls™: The Roleplaying Game*. The 5e-compatible stat cards make it easy to slot them into **any** fantasy roleplaying game. After all, it's hard to imagine a campaign that *wouldn't* be enhanced by highly-detailed *Dark Souls™* minis!

Richard August, *Dark Souls™: The Roleplaying Game's* Lead Designer, summed it up perfectly:

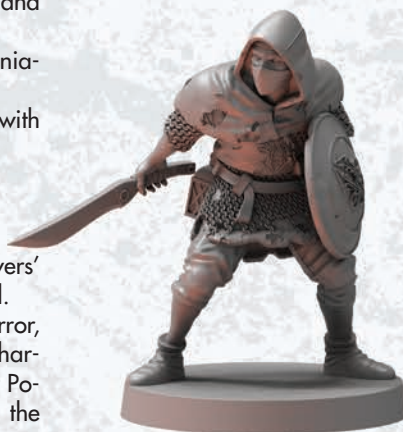
"*Dark Souls™: The Roleplaying Game* was always designed with minis-on-a-map in mind. We wanted to make use of the amazing sculpts we already had, and enable players to really feel intrinsically part of the action by using them."

With sets like The noble Silver Knights, Hollow Soldiers and the Hollow Crossbowmen who are all warriors or ruthless archers who guard ancient cities from intruders. These models, such as the Hollow Soldiers who are little more than cannon fodder, all depict characters and monsters fit to land their spot on the tabletop and right into your game. These miniatures depict Silver Knights and Hollow Soldiers right from the *Dark Souls™* video game and come to life right on the tabletop.

All six SKUs for the *Dark Souls™: The Roleplaying Game* Miniatures Wave 1 are available for order now. You can find information about them here or online. Be sure to place your order and be ready for the darkest battles on the table.

Iconic miniatures for unforgettable adventures, available at your FLGS now!

...



ROLL OUT WITH THE TRANSFORMERS ROLEPLAYING GAME!



TRANSFORMERS ROLEPLAYING GAME CORE RULEBOOK

RGS 08433 \$55.00 | Available Q3 2022!

Transformers fans have watched the Autobots defend the planet from the evil forces of the Decepticons for decades, now it's their turn to step up and join the fray!

Renegade Game Studios is proud to announce *Transformers Roleplaying Game*, using the same Essence20 system as the previously released *Power Rangers* and *G.I. JOE Roleplaying Games*.

This core rulebook contains everything players and Game Masters need to craft their own adventures in the Transformers universe. Inside you'll find character creation tools, weapons, equipment, vehicles and villain dossiers, combat and exploration information, details of secret bases and types of special equipment, and tools to get your campaign started including an introductory adventure for 1st-level characters!

Whether defending Earth against Megatron's newest scheme, searching for elusive stores of Energon, or protecting innocent humans and Cybertronians alike, your game is limited only by the stories you create!

HEROES THAT ARE MORE THAN MEET THE EYE

In *Transformers Roleplaying Game*, players take on the role of an Autobot, but what form that character takes is completely up to you. A mechanic? A leader? A warrior? The choice is always yours. Your PC can be an original creation, based on an existing Transformers character, or a mix of both. Maybe you're from Cybertron and came to Earth in a new wave of travelers searching for those who came before them. Perhaps your character has been fighting alongside Optimus Prime since the start.



Regardless of your choices, character creation is simple to understand for players new to roleplaying games while offering plenty of creative freedom for veterans.

The mechanical building block of every character are their essence scores, broken down into Strength, Speed, Smarts, and Social. Splitting 12 points between these four scores gives clear direction to an Autobots strengths and weaknesses.

Essence Scores inform the mechanics of your character, while their Influences inform their history, making them feel like a living, breathing character. Perhaps you have a history as a stuffy bureaucrat or as a former-professional Cube Player with the skills to back up your trash talk. Each influence provides unique perks and potential hang-ups to make every character feel truly unique.

When the Allspark forges a new Cybertronian, it gives them shape and sentience. The form they take -their Chassis- dictates their size, Alt Mode, and inherent abilities. In *Transformers Roleplaying Game*, this is represented by selecting an Origin.

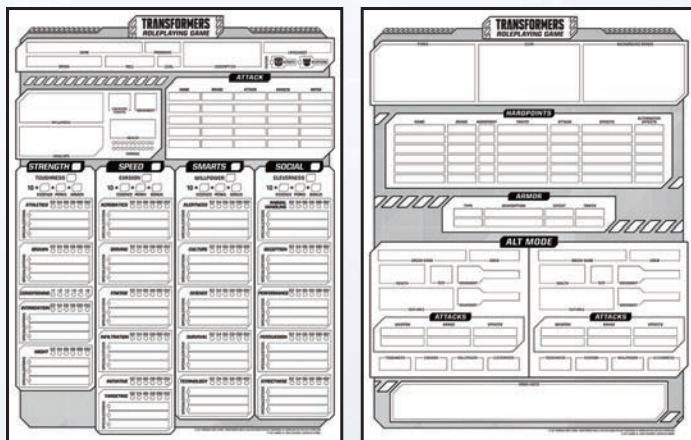
The Origins found in *The Transformers Role Playing Game Core Book* provide a general direction, a chassis, but leaves plenty of room for player choice when creating your Autobots alt-mode. For example, a Champion moves faster than anything on four-wheels. But is your Champion a sports car you'd find on the streets of an affluent neighborhood, or a race car complete with a racer number and sponsors? Your massive Monolith could be a truck and trailer, or a bulky muscle car reinforced with armor plates and military grade weapons on display like you're riding into the apocalypse. In this game, the power is in your hands.

The final step in character creation involves choosing your Role. An Autobot's Role on the team defines how best they can impact the battle against the Decepticons. Do they prefer the comfort of a lab, or only engaging with the enemy through a spyglass? Do they take the lead, making the tough decisions they know might cost the team valuable resources? Or are they primarily combatants, throwing their metal around to fight off the enemy? Every Role provides unique perks and advantages for a character and working together with others on your team to shore up weaknesses will be key to success in the war against the Decepticons. After you select your role it's time to meet the rest of your team and start your adventure!

TIME TO ROLL OUT

The war between the Autobots and the Decepticons has raged for millions of years. Entire civilizations have come and gone since Cybertronians first raised a blaster against their own. While some Autobot missions may involve stealth, intrigue, and intellectual curiosity, the Decepticons are more likely to respond to any provocation with violence.

Because of this, in the process of playing *Transformers Roleplaying Game*, Autobots will be challenged to push their limits when defending the Earth from the Decepticon threat. When you want to accomplish a task, you'll be called on to perform a Skill Test. This means rolling your d20 and a second die determined by your Rank in the appropriate Skill called a Skill Die. Add your d20 and Skill Die together and compare the results to a Difficulty (or DIF) determined by the Game Master or the Defenses of a creature you're trying to affect. It's that easy, no matter the challenge you simply find the corresponding skill, your rank in that skill, and make the roll. Your adventures are only limited by your imagination, and Skill Tests are the vehicle to show off your Autobot's unique talents.



BEHIND THE EYE

The *Transformers Roleplaying Game Core Rulebook* also contains everything a Game Master needs to run and manage the game. This includes a breakdown of different biomes and potential mission hooks to be found there, threats to populate your adventures, and iconic allies to assist the players during campaigns.

The book also offers plenty of advice for new Game Masters to get a grasp on running missions, or as a refresher for veterans to understand how to make a game feel like a Transformers experience.

To put this all together, the *Core Book* ends with *Troubled Waters*, an adventure for 3-5 1st level characters for a GM to run, perfect for an introduction into the Transformers universe.

THE WAR FOR EARTH

Are you ready to roll out with Optimus Prime and the Autobots? With the *Transformers Role Playing Game* and *Essence20 System*, your adventures are only limited by your imagination! Gear up to fight the Decepticons when the *Transformers Roleplaying Game Core Rulebook* releases in late 2022!

...



KEEP ON TRUCKING
WITH THIS WILD EXPANSION FOR
VLAADA CHVÁTIL

GALAXY TRUCKER



GALAXY TRUCKER: KEEP ON TRUCKING

CGE 00064 \$29.95 | Available Now!

Hauling rickety ships made of sewer pipes across the depth of space is usually an explosive good time in *Galaxy Trucker*. For many players, watching hunks of your ship blown off by space hazards as you travel the stars is just as fun as building your craft to begin with.

Our new *Keep on Trucking* expansion, available for the first time at Gen Con 2022, is for veteran players who want even more chaos, a steeper challenge, and additional frenzied fun with their *Galaxy Trucker* experience. It adds more of everything you love about the base game, plus a few surprises.

The original *Galaxy Trucker* was Czech Games Edition's first official release as a company. It launched 15 years ago and has sold over 125,000 copies since! In 2021, we completely revamped the original with a brighter, more colorful visual overhaul, updated the components, and incorporated numerous refinements to streamline the gameplay for greater accessibility and faster play.

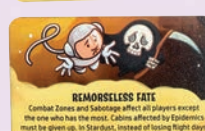
In the last year, we've already produced over 80,000 copies of the re-launched edition of *Galaxy Trucker*, and we're excited to introduce this ageless classic to an even broader audience in 2022 and beyond!

GALAXY... WHAT AGAIN?

Haven't played *Galaxy Trucker* yet? No worries. Every game plays out in two distinct phases. The first phase has you rapidly building your own custom ship in real-time, as each player grabs and assembles pieces from a common warehouse. You'll pick through shields, cannons, engines, cargo holds, crew cabins, miscellaneous connectors, and more to create your custom ship each run. There's a bit of a time crunch here, however, so the race is on to balance crafting the best ship possible and securing a solid starting point before other players finish.

Once you've assembled your sewer pipe hauling masterpiece, you'll all embark on your journey across the galaxy. The second phase plays out across multiple rounds of event cards that must be resolved to progress towards the finish line. Some events let you gain valuable cargo and other perks, but many also throw hazards at your vessel and its crew, including pirates, meteor swarms, and more! It's rare to manage a path through the adventure unscathed, and hilarity frequently ensues as players find big pieces of their ship blasted off along the way.

Any player who makes it across the finish with at least 1 space credit is a winner, but that's easier said than done. Flights come in three different levels of difficulty, and each includes its own set of adventure cards, flight board, and unique player ship board layouts.



KEEP ON TRUCKING

Much of the focus of *Keep on Trucking* revolves around ramping up the intensity of the base game for players who want a greater challenge. Once you've mastered the basics, there's a lot more to explore in this expansion.

For those who are familiar with the older original edition of *Galaxy Trucker* and its numerous expansions, some of the core content in *Keep on Trucking* is similar to what's included in *The Big Expansion*, which was released 14 years ago, explains designer Vlaada Chvátil.

"*Keep on Trucking* keeps what worked best, sometimes with tweaks and improvements, and it adds some completely new stuff, too," he adds. "You may recognize many components or cards, but you will also find some that have never hit the tables before, including the Meteor Whirl card and catapult ship component."

You'll find tough new adventure cards, triple-sided ship boards with fresh layouts, loads of new ship building components, and even new aliens with unique abilities. For the first time, we're including physical versions of the Rough Roads cards as well, which were previously a digital-only free expansion that inject crazy new challenges into the mix.

The Titles system was a completely new mechanic we introduced with the relaunched version of *Galaxy Trucker*, and *Keep on Trucking* adds even more new titles to play with. In the multi-flight Transgalactic Trek, players can earn titles after their initial flight, then try to defend them in subsequent flights for extra bonus points. We have some wild new ones heading your way!

Everything in *Keep on Trucking* can be mixed and matched to fully customize your desired level of difficulty and chaos, too. We can't wait for you to check it all out. Happy hauling!

...



SHADOWRUN®



SHADOWRUN® SIXTH WORLD



CITY EDITION IS HERE!

The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*! The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

CATALYST
game labs



BLOOD & STEEL



VICTORIAN AGE COMBAT 1837-1901

BY FIRELOCK GAMES

BLOOD & STEEL

VICTORIAN AGE COMBAT 1837-1901

By Mitch Reed

Did you fall in love with the mechanics of *Blood & Plunder* when the game first came out? Did playing *Blood & Valor* make you love games from Firelock even more? Well then the you need to check out *Blood & Steel*, which uses the same game basic engine as previous titles, but now has you fighting in the Victorian Era.

Many gamers focus on specific historical periods because of a interest in the conflicts that took place during a particular era and few are popular as the 19th century that saw conflicts all over the globe and are some of the most popular game topics in our hobby.

Blood & Steel covers the bloody wars from 1837 until 1901 and the book includes rules and forces that many gamers have been looking forward to playing. The industrial revolution changed so many things around the world, none more so than how warfare changed during the period that the book covers. Such areas as military training, technology and command and control made each major conflict look a lot different than one that may have been fought just a few years ago. *Blood & Steel* handles this with subtle changes in how army lists are made, not to mention changes on the increasingly lethal battlefield that soldiers found themselves on.

Blood & Steel starts off with the Second Seminole War (1835-1847) which is hardly covered in many miniatures rules sets. The action then pits the US Army vs. the Mexican Army in the Mexican-American war (1846-1848), in which many leaders who became household names fourteen years later in the US Civil War (1861-1865) which the book also covers. Players will like how the core *Blood & Plunder* rules translate very well to recreate some of the skirmishes during the Civil War, and the game really gives you of interesting forces to select from.

The Civil War section of the book has the standard infantry, cavalry and artillery that were so iconic during the conflict and also allows you to field some of the most famous units from the war, such as the red-legged 14th Brooklyn, US Marines and Sharpshooters for the Federal Army. The Rebel army can have units of Louisiana Tigers and Texas Rangers, along with being able to select grizzled veteran infantry or green militia troops.

The interesting units in this book does not stop with the US Civil War, all the forces in the game have some of the most unique and popular formations that many gamers will just love to paint and play with. This is further exemplified by the inclusion of the Second Taranaki War (1863-1866) between the native Maori and the New Zealand government. When I first got a copy of the book to playtest, I had to look this conflict up because I knew so little about it and once you read up on it, it will be one that you will look forward to playing with.

What would any book about the Victorian era be without the fighting between the British and Zulus (1879)? They are included as well, and I know many gamers cannot wait to paint Impi upon Impi to charge the line of red jacketed British.

The final conflict in this book is the Spanish-American War (1898), this "splendid little war" is one that is rarely gamed which baffles many of us. You can field such units as the Roughriders and Buffalo Soldiers who face off with the defending Spanish, Cuban and Colonial troops.

As with the previous games from Firelock, some of the most iconic characters are available for you to add to your army that gives it so much color and historical flavor. Along with the famous names, the designers added some names that may have skipped the celebrity they deserve. All these characters add their special rules to your force and can hopefully turn an expected rout into a decisive victory.

Along with the rules and force lists the book includes six missions that also have the flavor of the black powder period.

While the book covers only six of the conflicts during this period there are plans to look at another eighteen conflicts in what we hope are expansions of this initial release.

Players of *Blood & Plunder* and *Blood & Valor* will quickly pick up on the rule changes and will be gaming some of the periods which *Blood & Steel* covers as soon as you can paint all those Impi.

BLOOD & STEEL RULEBOOK

FGD BS0001 PI | Available Now!





EDMUND McMILLEN TAKES US BACK TO MOM'S BASEMENT WITH

THE BINDING OF ISAAC FOUR SOULS REQUIEM

MAESTRO
MEDIA

THE BINDING OF ISAAC: FOUR SOULS

MMV 2512..... \$39.99 | Available Now!

For the past 10+ years, indie gaming icon Edmund McMillen has been entertaining millions across the globe with his dark, disturbing, and delightfully twisted *The Binding of Isaac* franchise centered around a traumatized child overcoming his fears, traversing dungeons beneath his home, and fighting off monsters and demons with the power of his own tears.

Loosely inspired by the Biblical story of Isaac, as well as McMillen's own upbringing surrounded by religious dominance, the game places you in the shoes of a young child named Isaac who flees from his mother after she receives a message from God to kill her son as proof of her faith and devotion to the deity. Fearing for his life, Isaac escapes his crazed mother, fleeing to his family's basement where he encounters monsters, demons, and dark reflections of himself. Isaac must fight to survive all while navigating the dark and delapidated levels beneath his home.

Despite the game's dark premises, and through McMillen's original art style combined with impeccable gameplay, inventive mechanics, and surprisingly emotional story, *The Binding of Isaac* and all its various iterations are equal parts grotesque, charming, challenging and endearing.

The latest iteration of the franchise sees Isaac make the lead from digital to tabletop with *The Binding of Isaac: Four Souls* and its expansion *The Binding of Isaac: Four Souls Requiem*. A multiplayer tabletop card game about sacrifice, betrayal and hoarding, *The Binding of Isaac: Four Souls* adds a new collaborative and community aspect the original video game version was not able to achieve.

In *The Binding of Isaac: Four Souls*, 2-4 players take turns playing loot cards and using items to kill monsters. Each character has abilities that impact either them or other players, and players may work cooperatively to defeat bosses and enemies. Once a monster is defeated, players are awarded with either more Items or loot cards, and sometimes souls. The first player to gain four souls is the winner. Co-operation, bartering and betrayal are all strongly encouraged.

With *The Binding of Isaac's* dungeon crawling level progression, combined with its "bullet hell" shooter style gameplay (where you're forced to dodge numerous enemies and projectiles while simultaneously navigating traps and obstacles), McMillen needed to find a way to authentically translate the spirit of the video game into an easily accessible and enjoyable tabletop experience, which has historically been incredibly difficult to achieve for traditional game designers. Thankfully, McMillen is anything but traditional.

In order to go from the knuckles gripping action of the digital game to something more straightforward randomness that makes tabletop games enjoyable, McMillen leaned into the plethora of *The Binding of Isaac* boss encounters for inspiration.



"The Duke of Flies was one of my favorite bosses to adapt for the tabletop version of the game," said McMillen. "I had a lot of fun figuring out how to translate the digital mechanics of the monster into the physical game, using mechanics which have practically nothing to do with the video game's shooting or dexterity aspect."

In the video game version of *The Binding of Isaac*, The Duke of Flies is surrounded by a cloud of flies, shielding him from the player's attacks. In order to defeat the boss, you must hit the Duke directly while painstakingly avoiding the countless flies guarding him. In order to authentically translate this experience for a physical game, McMillen incorporated a dice mechanic for when you encounter the boss in the tabletop version. When a player encounters The Duke of Flies in *Four Souls*, they must roll their dice, and depending on what number it lands on, their attacks will either hit the boss, or more likely, one of the boss's many guardian flies shielding him, negating the damage altogether.

The game's expansion, *The Binding of Isaac: Four Souls Requiem*, nearly doubles the gameplay of the original by adding hundreds of new cards with references to enemies, items, bosses, and other scenarios from the franchise that were not able to be included in the original base game. Additionally, *Requiem* adds a new kind of card deck, the Room Deck. This is an optional deck with 50+ cards that

makes things even more complex and exciting! Each room card acts as a global modifier for gameplay, cursing, blessing, or just causing general chaos to the game. It's not all doom and gloom though as *Requiem* also adds a new cycle of enemies, referred to as Charmed enemies, that force players to "be nice" creating unions that will no doubt make others very jealous! They are also great for players who are lagging a bit, since people tend to help the player in last.

Along with new monsters and gameplay mechanics, *Requiem* also introduces players to new characters, such as *Eden*, which, unlike other cards, gets to choose their own starting card. When you start the game with *Eden*, you're allowed to look at the top 3 cards of the treasure deck, choose one, it becomes your starting item and gains eternal. For those attending GenCon 2022, *Game Trade Magazine* will be providing a convention-exclusive *Eden* card as a limited-run insert in the magazine, which readers can try out for themselves at Maestro Media's gaming space at the convention.

It's a game of despair, hope and challenges that over a decade later continues to find its place in gamers' hearts, young and old. Take a roll of the dice and head back to the basement with Isaac and experience McMillen's magnum opus for yourself.

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ATLANTIC ROBOT LEAGUE

WIZKIDS

ATLANTIC ROBOT LEAGUE

WZK 87566 \$34.99 | Available September 2022!

In the far future a new sport has swept the world — Giant Mech Battles! Mile-high giants fight across entire city blocks. Rabid fans wear their favorite team's colors and gather in virtual bars to watch the battles. It's the perfect time for a savvy gambler to get filthy rich. Even if you have to cheat just a little bit!

In *Atlantic Robot League*, players place bets on the outcome of a massive mech battle the size of a dozen city blocks! After bets are placed, they get the chance to influence the battle by sliding the Mechs across the arena, knocking out rivals, and buying Scheme cards from the Insider to bend the rules. Particularly devious gamblers might even pay the Fixer to change their bets during the battle!

It's a fast and exciting mech-battling betting game, where players are invested in their desired outcome instead of one specific team. Sometimes various opponents' goals will align with your own, but often they'll be knocking out mechs that need to survive in order for your bets to pay off. Since all wagers are hidden, you won't know until the end. You might even be able to bluff an opponent into accidentally doing exactly what you want!

Each round begins with setting the stage, as all fifteen mechs are randomly placed throughout the gridded arena. The mechs are divided into five teams of three each. This includes teams like the Mid-Atlantic Cavaliers, which features such notable warriors as the Atomsmasher and Battleblade, or the Beasts of the East, featuring

winners, and one point each for three or more winners.

Next, you'll set your Pentafecta, by selecting five of the fifteen mechs that you think will be standing at the end of the game. You'll earn points on an increasing scale depending on how many you get right — one point for getting just one, but eight points if you get all five. The Pentafecta is one of your best opportunities to cheat since you can spend your three starting credit tokens to change your choices mid-game, as long as no teams have been eliminated yet.

Once all bets are set, players begin taking turns commanding Mechs. On your turn you'll pick a mech and slide it to an open adjacent space. An adjacent mech that matches one of the attacking mech's two rival teams will be then be KO'd. At this point, players can also spend coins to buy Scheme cards, which alter the actions on your turn. Effects include the ability to jump over other mechs, attack two at once, and more!

When the mechanical carnage dies down, and there are five or fewer Mechs in the Arena, the round ends. Players compare their betting cards, determine their points, and then get ready for the next round by resetting the Mechs and setting their bets. After three rounds, points



monsters such as Tankaturtle and Bearzerker.

You'll review the mech's starting positions, and fill out their betting cards based on what you think the final outcome will be (or what you and your opponents can influence that outcome to be). In Team Bets, you'll select a team to win each of three categories. You make one pick each for Heroes (the team with the most surviving mechs), Has-Beens (the team that gets eliminated first), and Brawlers (the team that KO's the most opposing Mechs). Points are split amongst winners — five points if just one person gets it right, two points each for two

are totaled, and whoever has the most points is the winner!

Atlantic Robot League's innovative gameplay is designed by Camden Clutter, and the neon-filled futuristic illustrations are from Gabo. It features strategy, variety, and just a touch of the chaos you'd expect from battles between mechs the size of buildings. Each turn alters the playing field for the next players in positive and negative ways. This requires constant shifts in strategy or the giant in-game swings provided by Scheme cards that can get your endgame goals back on track. Will you hedge your bets by selecting a variety of mechs or double down on your favorite teams in search of a massive payout? Find out on gameday for the *Atlantic Robot League*!

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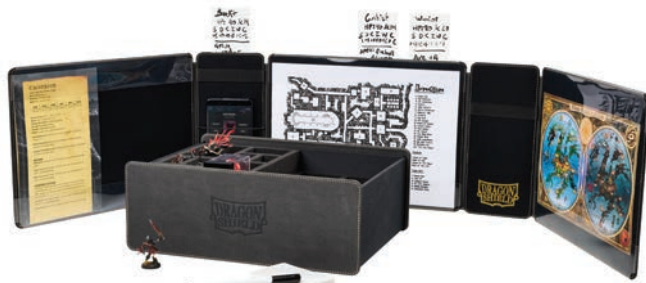
GAME TRADE MAGAZINE #272

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 272\$3.99

ART FROM PREVIOUS ISSUE

ARCANE TINMEN



DRAGON SHIELD ROLEPLAYING: GAME MASTER COMPANION - IRON GREY

Stash and transport hordes of monsters while you conceal devious plans behind your GM screen! The *Dragon Shield Game Master Companion* is a two-in-one game master screen and storage/transport solution for game masters of tabletop RPGs. Bring everything you need for game night in one convenient box, including a practical GM screen which streamlines the flow of play. The GM screen features an integrated initiative tracker, pockets for notes and bands for phones & pens. Level up your RPG experience!

ATM 50010\$119.99



DRAGON SHIELD ROLEPLAYING: PLAYER COMPANION

The *Dragon Shield Player Companion* is a two-in-one storage box and gameplay area for players of tabletop RPGs. Use the *Player Companion* to pack dice, miniatures, pens/pencils, character sheets and an RPG book or two! Take everything you need to go dungeon delving in one handy companion. The *Player Companion* doubles as your play area, fold it out and roll dice in the dice tray for a satisfying sounding roll. Place your character sheet under the overlay and use the included dry erase marker to track HP, inspiration or death saves without marking your character sheet directly.

BLOOD RED
ATM 50014\$74.99

IRON GREY
ATM 50011\$74.99

BANDAI CO.

SPOTLIGHT ON



DIGIMON TCG: DRACONIC ROAR BOOSTER DISPLAY (24) (EX-03)

A theme booster that features tons of Dragon-type Digimon. In addition to cards that enhance your current Dragon cards, this booster also includes Digimon that are making their debut in the *Digimon Card Game*. Characters from the smartphone game, *Digimon Links* make their first appearance. Be sure to check out these popular characters and their powerful cards. Each box comes with a *Draconic Roar Promotion Pack* featuring 1 of 7 alternate art cards. 6 of these cards are from *Draconic Roar*, and 1 special card is an alternate art reprint from a previous set with a low pull rate. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2641692.....\$59.70

SPOTLIGHT ON



DRAGON BALL SUPER TCG: GIFT COLLECTION 2022 DISPLAY (6) (GC-02)

1 of 3 Alternate Art Cards in each. Includes a newly designed deck case, main and side deck sleeves, and five boosters at a great price. Perfect for the holidays! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2646490.....\$112.50

SPOTLIGHT ON



DRAGON BALL SUPER TCG: PREMIUM PACK SET 02 DISPLAY (8) (PP10)

Contains 4 Booster Packs and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2641698\$79.60

SPOTLIGHT ON



DRAGON BALL SUPER TCG: ZENKAI - SET 02 BOOSTER DISPLAY (24) (B19)

New mechanics introduced in ZENKAI Series Set 1 will be expanded to more colors, broadening the metagame and deckbuilding opportunities for all players. Z02 features many characters from the new movie *Dragon Ball Super: Super Hero* including but not limited to Son Gohan and Piccolo! To commemorate the release of the new *Dragon Ball Super: Super Hero* movie 5 Campaign Rare cards celebrating Son Gohan's greatest moments are here! 20 cards in a variety of rarities for all 20 *Dragon*

Ball movies. These card designs stand out from the others and will be a hit with collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2641697.....\$59.70

BARDSHARK

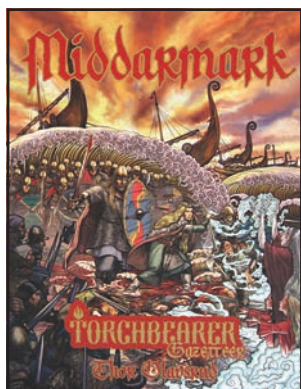
ANTEMATTER: STANDARD EDITION

Antematter is a cosmic mashup of space strategy and space poker. Command a crew of space pirates, privateers, and smugglers as you plot a course around the Conflux and rack up a fortune in Nephelium Chips. Then, take your ill-gotten gains and face off in the hands of space-twisted Texas Hold'em. Leverage your crew's unique abilities to stay one step ahead of your foes and to cheat them out of their chips at the poker table. Scheduled to ship in August 2022.

BRD AM001.....\$140.00



BURNING WHEEL



BURNING WHEEL: TORCHBEARER RPG 2ND EDITION MIDDARMARK SUPPLEMENT

Middarmark is a setting supplement for *Torchbearer* RPG inspired by Scandinavian myth and folktales. With new rules for steadings, and weather, expanded player options, and much more *Middarmark* opens new vistas of possibility for *Torchbearer*. Scheduled to ship in August 2022.

GHQ 7300.....\$20.00



BURNING WHEEL: TORCHBEARER RPG 2ND EDITION SCAVENGER'S SUPPLEMENT

Six new classes for *Torchbearer* Second Edition, plus rules for Summoning and new weapons, denizens and town types. Designed by Jared Sorensen, Luke Crane and Thor Olavsrud. Scheduled to ship in August 2022.

GHQ 7024.....\$15.00

CAPSTONE GAMES

SPOTLIGHT ON



TERRA NOVA

Terra Nova is a simplified version of the globally acclaimed strategy game *Terra Mystica*. Choose from 10 different factions, each with different abilities. Spread out on the central map as skillfully as possible and achieve certain goals from round to round. In peaceful competition with the other factions, erect buildings and settle new territories. Use your faction's special abilities in a clever way to control the largest territory at the end, and win with the most points. Scheduled to ship in October 2022.

CSG TNOVA101.....\$54.95

CHERRY PICKED GAMES

HAIR OF THE DOG

Hair of the Dog is the trendy new spot for dog owners to bring their pets. Sadly, no one in your friend circle has a dog. It's a real problem. You need to pet one; you all do. Luckily, the *Hair of the Dog* pub will let you in, as long as you're buying drinks. Your group heads there with a singular mission: pet all the dogs. Scheduled to ship in September 2022.

CPG HOTD001.....\$40.00



CRYPTOZOIC ENTERTAINMENT

STEVEN RHODES COLLECTION

Scheduled to ship in October 2022.



CRYPTOZOLOGY FOR BEGINNERS

Grab your camera, fuel up the field-trip school bus, and make room for the whole class in this card-drafting, creature-collecting romp for 2-4 players! Shuffle the 2 decks and mix up the tokens its time for *Cryptozoology for Beginners*!

CZE 29477.....\$19.99



LET'S CALL THE EXORCIST

Dad brought home a load of artifacts from another of his adventures and now the kids are getting possessed by devious demons! Gather 4 to 8 players for this hidden-information social deduction card game with bluffing and tons of fiendish tricks!

CZE 29484.....\$19.99



LIVING WELL IS THE BEST REVENGE

Ever imagine what your life would be like if you could rain retribution down upon your enemies without serious harm? In this fast-paced dice game for 2-4 players, you'll find that *Living Well Is the Best Revenge*! Unlock dice-manipulating abilities or cards that give you points to fuel your victory.

CZE 29491.....\$19.99

EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON 2

XTREME NACHO LEGENDS

WARNING

CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A
LITTLE LONGER

ARE YOU READY TO UNLEASH NACHO-FLAVORED CARNAGE?

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

COMING AUGUST 2022!

Standalone game, but compatible with games and expansions in the
Epic Spell Wars: ANNIHILAGEDDON series.



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For more information, visit cryptozoic.com.

MSRP: \$44.95



ROB DAVIAU'S™ SHIP SHAPE

IT'S A SMUGGLER'S BOUNTY!



Stack the Deck!

Your savvy crew does your bidding, stacking crates filled with treasure, cannons, and contraband. Outwit your opponents as you bid to earn the biggest bounty!



www.CalliopeGames.com

Game play
20-40
minutes

Ages
8+

2-6
players

DAN VERSEN GAMES

BULLET DICE A2

Scheduled to ship in August 2022.

DV1 BULLETA2.....\$14.99

LANZERATH RIDGE: COMPANION BOOK

Lanzerath Ridge is a solitaire wargame that takes places on the first day of the Battle of the Bulge, during the Second World War. In the game, you take control of a small group of American soldiers. Under your command, the Americans must fend off the relentless attacks from German paratroopers and fusiliers. Your goal is to recreate the incredible historic accomplishment of the American soldiers by defending the town of Lanzerath, Belgium and delaying the advance of an entire SS Panzer Division. Scheduled to ship in July 2022.

DV1 063A.....\$19.99



LANZERATH RIDGE: CORE GAME

Lanzerath Ridge is a solitaire wargame that takes places on the first day of the Battle of the Bulge, during the Second World War. In the game, you take control of a small group of American soldiers. Under your command, the Americans must fend off the relentless attacks from German paratroopers and fusiliers. Your goal is to recreate the incredible historic accomplishment of the American soldiers by defending the town of Lanzerath, Belgium and delaying the advance of an entire SS Panzer Division. Scheduled to ship in July 2022.

DV1 063.....\$69.99

SPRUANCE LEADER: ALLIES EXPANSION

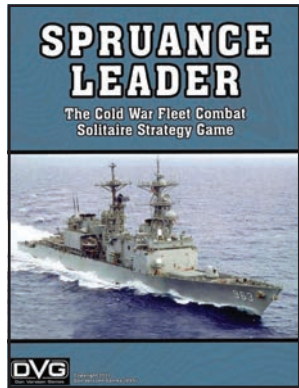
Scheduled to ship in August 2022.

DV1 061C.....\$29.99

SPRUANCE LEADER: CORE GAME

Spruance Leader focuses on commanding and managing a US Navy Carrier Battle Group in the Cold War setting of the 80's and 90's, simulating major naval conflicts in the Atlantic and Pacific Oceans. Air assets must be carefully assigned to combat air patrols, long-range strategic missions and attack strikes. You will need to manage the right combination of seaborne and airborne resources under your command in order to complete the various types of missions, and lead your group to victory. Scheduled to ship in August 2022.

DV1 061.....\$99.99



SPRUANCE LEADER: CARRIER EXPANSION

Scheduled to ship in August 2022.

DV1 061B.....\$29.99

SPRUANCE LEADER: SUBMARINE EXPANSION

Scheduled to ship in August 2022.

DV1 061A.....\$29.99

DEVIR AMERICAS



MILLE FIORI

In *Mille Fiori*, you take the role of glass manufacturers and traders who want to profit as much as they can from their role in the production of glass art. The game board features different aspects of the glass production cycle: workshops where the glass is created, houses where it's installed, people who support your work, trade shops where it's sold, and the harbor where ships bring glass to faraway locations. You want to be present in all of these areas, preferably at just the right time to maximize your earnings.

DVR MILLIFIOREEN.....\$49.99

VLAADA CHVÁTIL

GALAXY TRUCKER

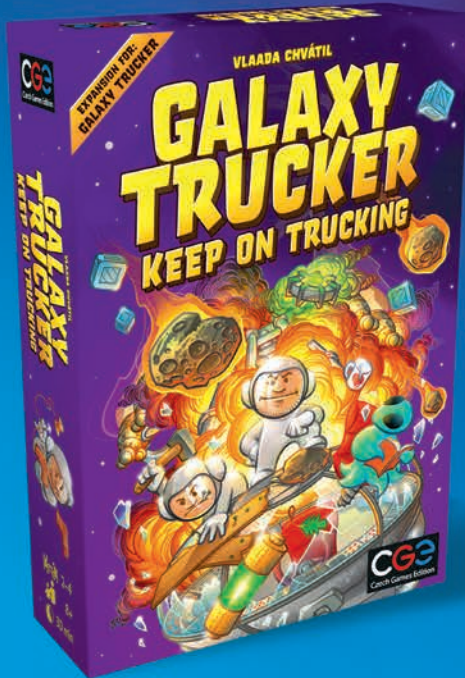
KEEP ON TRUCKING



GET READY FOR EXPLOSIVE FUN WITH THIS NEW EXPANSION FOR GALAXY TRUCKER

With new ship classes, new adventure cards, more ship-building components, Rough Roads cards, and new aliens with unique abilities, your flight through the stars becomes more chaotic and more fun! The different parts of this expansion can be mixed and matched, allowing you to choose the combination that feels the most fun for you!

GEN CON'22 RELEASE



Age:
8+

Players:
2-4

Time:
30 min





GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



REGINE POCKET GAME DISPLAY (6)

In *Regine*, players join a 16th century European court to bet on each other's hands. This game's design is inspired by Spanish Mus with the added card mechanics of being able to affect opponents' hands. The goal for players is to have the best combination of cards to score points. Scheduled to ship in October 2022. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

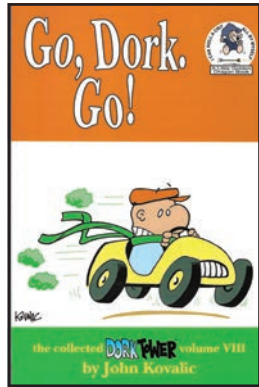
DVR DEVREGINEML.....\$71.94



WINTER POCKET GAME DISPLAY (6)

In *Winter*, players vie for control of the frozen lake. It is played out in two phases: freezing and unfreezing. During the freezing phase, players attempt to secure areas of the board with snowflake cards and in the unfreezing phase, they retrieve the cards and chips from the board. Scheduled to ship in October 2022. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DVR DEVWINTERML.....\$71.94

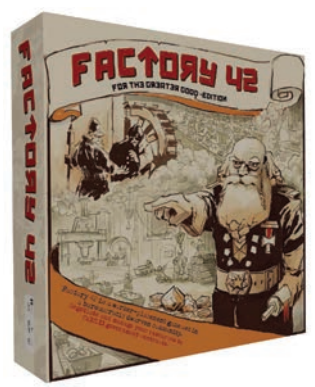


DORK TOWER VIII: GO, DORK, GO!

Go, Dork, Go!, volume 8 of the collected *Dork Tower* includes comic strips from the dorktower.com web site as well as the *Dork Tower Clicky Special* comic book and strips from *Comics Buyers' Guide* magazine. 160 pages. Scheduled to ship in July 2022.

DSP 214.....\$15.99

DRAGON DAWN PRODUCTIONS



FACTORY 42: FOR THE GREATER GOOD EDITION

Factory 42 is a Euro-style board game for 2-5 players. The game tells the story of the work week of Marxist dwarves in a steampunk industrial setting, placing the player in the role of factory Overseers. It combines worker placement and a cube tower to create a resource management puzzle. *Factory 42* is a cutthroat competitive game with elements of co-operation and deals involving Economics, Fantasy, Industry and Negotiation with a pinch of satire, but not too much to make it a Humor game. The *Greater Good Edition* has upgraded components. Scheduled to ship in October 2022.

DDP F42FGGE.....\$70.00

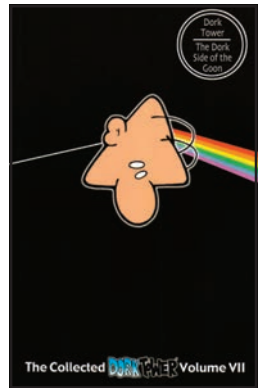
DORK STORM PRESS



DORK TOWER IV: LIVIN LA VIDA DORKA

Join Matt, Igor, Ken, and Carson the Muskrat in the comic strips collected in print for the first time! Straight from the pages of Interactive Week, Gamespy, Com, Pyramid Online, and Scrye, they're all livin' la vida dorka! Scheduled to ship in July 2022.

DSP 208.....\$15.99



DORK TOWER VII: THE DARK SIDE OF THE GOON

The seventh and largest hilarious collection (issues #25-29) of the multiple award-winning *Dork Tower* includes the 25th issue spectacular, as well as a free Cheapass Game 'Dork Wanderings' from James Ernest, and the origins award-nominated *Dork Tower* short story by New York Times bestselling author, Mike Stackpole! Scheduled to ship in July 2022.

DSP 213.....\$15.99



DORK TOWER X: THE TAO OF IGOR

Dork Tower is Back! The fan-favorite, critically-acclaimed comic returns with the eagerly-awaited *Tao of Igor*! It's the big day - Mud Con! But is its new director, Igor, ready? Or even awake? And what of Matt, Gilly, and the rest of the gang? Great for new readers, sure to delight old fans, this is the *Dork Tower* collection you've been waiting for! Scheduled to ship in July 2022.

DSP 300.....\$24.99

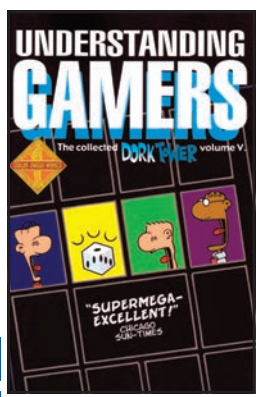
EXPLODING KITTENS



HAND-TO-HAND WOMBAT

A frenetic, physical game - a totally unique take on classic social deduction games. Players work together in teams to either repair or sabotage three stacks of square towers before time runs out. The goal is to earn points, figure out who's working against you, and get opposing players out of the game before its too late.

EKG WMBT-CORE-4 PI



DORK TOWER V: UNDERSTANDING GAMERS

Expanded, and with new material, it's 'understanding gamers' from *Dork Tower* #18, as well as tons of never-before-collected *Dork Tower* comic strips from Dorktower.Com, Dragon Magazine, Scrye Magazine, and Games Magazine. Scheduled to ship in July 2022.

DSP 210.....\$15.99

DRACO STUDIOS



DRAGONBOND: LORDS OF VAALA

A strategy/area control board game where armies and dragons race to harvest ten vaala tokens using predictive strategy. Scheduled to ship in October 2022.

DAO 25100.....\$59.99



POETRY FOR NEANDERTHALS: NSFW

The NSFW sequel to the hit single-syllable *Taboo* style party game. Exploding Kittens fastest growing game now with an "after-hours" twist. 400 new clues designed to make adults blush. Includes a brand new inflatable SLAP Stick to match the theme.

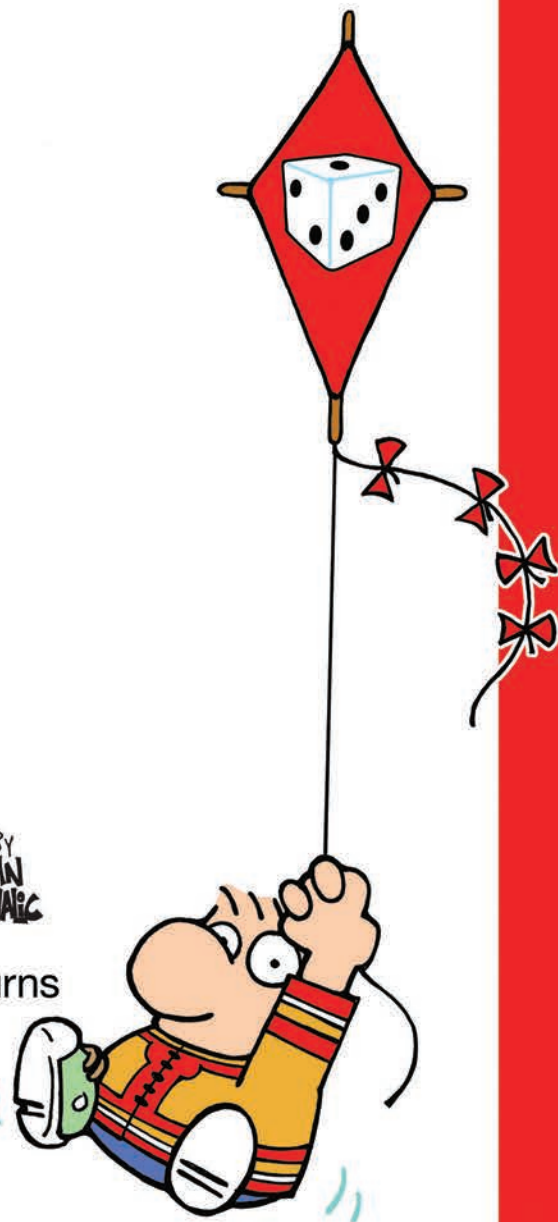
EKG PFN-NSFW-6..... PI

The Tao of Igor

The collected **DORK TOWER** BY JOHN KOVALIC

The fan-favorite, critically-acclaimed comic returns with a new collection: THE TAO OF IGOR, a hilarious celebration of gaming, fandom, and conventions. Great for new readers, a delight for long-time fans!

224 pages, \$25.99
May/June 2022
DSP 300





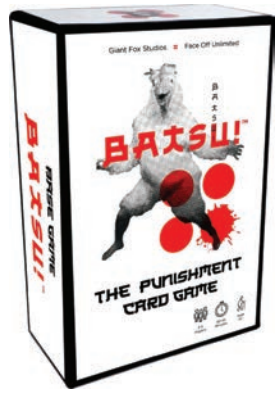
IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



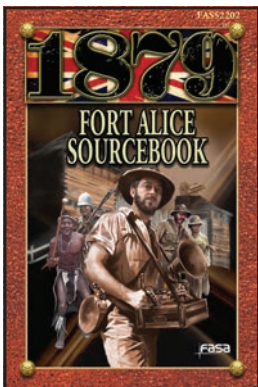
ZOMBIE KITTENS
Give nine lives a whole new meaning. In *Zombie Kittens*, exploding just means you'll have a chance to rise from the grave and take your revenge. Bring back your friends (and enemies) in this undead spin on your favorite Russian Roulette style kitten card game.
EKG ZOMB-6 PI

FACE-OFF UNLIMITED

BATSU!
Batsu! is a party card game where players compete in hilarious challenges to avoid humiliating or mildly painful punishments! Scheduled to ship in July 2022.
FOU BAT01 \$19.95



FASA GAMES



1879 ADVENTURES RPG: FORT ALICE - SOURCEBOOK
The *Fort Alice Sourcebook* is the first 1879 sourcebook to detail The Gruv, the world beyond the portal. Fort Alice is the installation on the Gruv side of the portal and is the players first introduction to all that is new and different in this new land. The *Fort Alice Sourcebook* covers details about Fort Alice itself, which as the British encampment on this world will be the players' first introduction to the Gruv. Additional details are provided on the people in the fort as well, such as the Zulu forces and an introduction to the Saurids there. Scheduled to ship in September 2022.
FAS 52202 \$34.99



1879 ADVENTURES RPG: SAURIDS ON THE GROSVENOR EXPRESS
Saurids on the Grosvenor Express is the second in our three part 1879 adventure series, the Akkadian Connection. Following the events of *Big Trouble in Little Soho*, the campaign takes the players through the Rabbit Hole and into Gruv as they try to track down the source of the Bang Snuff supply chain. As events unfold, they find themselves plunged into an even deeper mess that could have repercussions not just for the British, but for all forces across the Grosvenor World. Scheduled to ship in September 2022.
FAS 52402 \$19.99



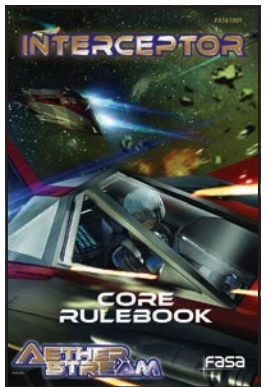
HA'PENNY PIE GRAPHIC NOVEL: THE CASE OF THE CORRUPTED CARNIVOROUS COLLECTOR
Riding high on the success of successfully solving a case, Henry Hydesworth, Detective, finds himself at odds with his family, his friends, and the police. His family want him to face reality and take his place in the family business. His friends want him face the reality of settling down and take notice of what is right in front of him. And, the Police, want him to face reality and leave the detective work to them. In an attempt to embarrass and humiliate the would be detective, the police may have just put Henry in the middle of a case bigger than London, bigger than the British Empire, so big; it may yet involve not one world but two. Scheduled to ship in September 2022.
FAS 53102 \$24.99



FAS 61102 \$34.99

INTERCEPTOR: CALLISTONIAN EMPIRE SQUADRON SET
The *Callistonian Empire Squadron Set* is a supplement for *Interceptor* which provides the following: 10 Unique Callistonian Empire fighters in gold with stands. These are the same fighters as found in the basic game. 2 Fighter Record cards for each Fighter. Blank Fighter Record cards. 19 New Pilot Cards. Blank Pilot Cards. 1 Maneuver Template. Scheduled to ship in September 2022.

INTERCEPTOR: CORE RULEBOOK
The open channel chattered to life with the age old taunt: Prepare to meet your doom, Renegade! Only to be answered by: Is that you, Legion? It's been, what, 35 years since you first tried? What makes you think you can do it this time? How about this and the channel exploded with the sound of curses, cockpit alarms and the sound of electronics and systems failing. Then silence, no one able to figure out who had done what to whom. The other pilots listening in just shook their heads as the seemingly immortal pilots Constantin and Erskine renewed their age old rivalry. Scheduled to ship in September 2022.
FAS 61001 \$24.99



INTERCEPTOR: STARTER SET
Interceptor is a game of space fighter combat for two or more players. *Interceptor* is set in the Aetherstream universe where the Terran Commonwealth once unified all humanity. Following the Vanishing, in which the Earth and its solar system simply disappeared, panic and greed took hold. Now the last remnant of the Commonwealth is trying to reclaim its past glory. The Callistonian Empire, led by its enigmatic Imperatrix, is the first target of this renewed aggression.

In *Interceptor*, the fighter is the main space superiority weapon and their pilots are the holovid heroes of the day. Scheduled to ship in September 2022.
FAS 61000 \$99.99

INTERCEPTOR: TERRAN COMMONWEALTH SQUADRON SET
The *Terran Commonwealth Squadron Set* is a supplement for *Interceptor* which provides the following: 10 Unique *Terran Commonwealth* fighters in gold with stands. These are the same fighters as found in the basic game. 2 Fighter Record Cards for each Fighter. 8 Blank Fighter Record Cards. 17 New Pilot Cards. 10 Blank Pilot Cards. 1 Maneuver Template. Scheduled to ship in September 2022.
FAS 61101 \$34.99



FLYING FROG PRODUCTIONS



SHADOWS OF BRIMSTONE: SCAFFORD HIGHWAYMEN ENEMY PACK
Scafford Highwaymen Enemy Pack bring Old West themed enemies that highlight the strange nature of the DarkStone tainted Old West. As always, these *Shadows of Brimstone Enemy Packs* are fully compatible with all other *Shadows of Brimstone* products and have additional bonus synergy with a few other *Enemy Packs*. Scheduled to ship in July 2022.
FFP 07E30 \$24.95

RACE FOR THE GALAXY

Expansion and Brinkmanship

All of Expansion Arc 1

As empires expand into space, they encounter mysterious alien artifacts and races uplifted to sentience eons ago. Meanwhile, Imperium factions provoke other worlds to ally and rebel as the galaxy drifts towards war. Can you build the most prosperous space empire in these challenging times?



Expansion and Brinkmanship bundles 3 previously published expansions, **The Gathering Storm**, **Rebel vs Imperium**, and **The Brink of War** into a single product, compatible with **2nd Edition Race for the Galaxy**.

Available Now!

www.RioGrandeGames.com





Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.

30+ mins.

2-4 players

Ages 10+

GF9 CAV01 \$40

Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!

1 hour per player



+1 player



Ages 14+

GF9 ST041 \$40



Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.

1 hour per player



1 or more players



Ages 14+

GF9 ST044 \$50



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

AUGUST

SEPTEMBER



Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90
mins



2-4
players



Ages
14+

GF9 FFMB01 \$65

Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



60-90
mins.



2-4
players



Ages
14+

GF9 PFSF02 \$60

SEPTEMBER



GADFLY STUDIOS

SHASN: ESSENTIAL EDITION

SHASN is a cutthroat political strategy game for 3-5 players about the true cost and consequences of power. Players have the opportunity to take on the role of politicians competing in a high-octane national election. In a game of trading, coercion, and strategy, players must do whatever it takes to survive and dominate. Scheduled to ship in October 2022.

GAD 01300.....\$59.00

GAME BREWER



FESTO!

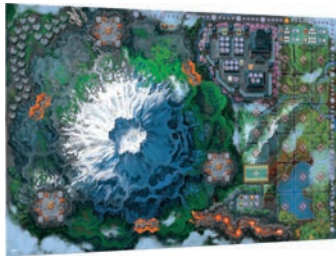
It's the eve of Festo in the kingdom of Gloutama. All the halflings are busy cooking and baking since it's their annual celebration of food and drinks, and we all know how much halflings love both of those things. They have all been looking forward to this event since the last Festo, and are trying to come up with the most delicious recipes, to celebrate the beginning of autumn. *Festo!* is a game for 2 to 5 players that combines worker placement and area control, where players try to gather as many ingredients as they can, but also use the powers of the different races to turn the game to their advantage. Scheduled to ship in August 2022.

GMB GBR028.....\$40.00

FUJI KORO

Mount Fuji is on the verge of erupting. Red hot lava will soon consume the three sacred temples hidden deep in the bowels of the volcano. The Shogun is determined to preserve the precious heritage and sends his most noble and gifted samurai warriors on a quest inside the volcano to retrieve the valuable goods. *Fuji Koro* can be played in a competitive mode with 2 to 6 players or a cooperative mode with 1 to 6 players. Players will try and gather sacred scrolls and blueprints for magical weapons, gather resources, craft the best possible gear, and try to get out of the volcano before it fully erupts. Scheduled to ship in August 2022.

GMB GBR038.....\$90.00



FUJI KORO: PLAYMAT

Scheduled to ship in August 2022.
GMB GBR043.....\$30.00

HIPPOCRATES

In *Hippocrates*, you travel back to Greece in 371 BCE on the island of Kos. Hippocrates is growing old and knows he cannot continue his medical practice forever. Hoping to be one of his successors, you lead a team of doctors with the goal of perpetuating the treatment of patients in the temple of Asclepius, later known as the first hospital in history. To be a worthy successor to Hippocrates, you'll need to work efficiently and increase your reputation, so that patients from all around the Mediterranean will come to you with the hope of receiving the best treatment ever. Scheduled to ship in August 2022.

GMB GBR184.....\$70.00



OAK

In the center of a vast, but secret forest stands the Arch-Oak - a majestic tree that was already a sapling when the world was still young. It is even said that from its wood, the Gods crafted the first humans and animals. Druidic orders from far and wide flock together around its roots to bathe in its glory. Arch-druids sanctify sacred places and erect rune-etched monoliths, while bards tell the tallest tales to recruit a greater following. Ovates read the omens to gain a glimpse of the things to come, while sacrificers use force to defend their Order's beliefs. *Oak* puts you in the role of the leader of one of four different druid orders, with you attempting to establish that your order deserves to be chosen by the Arch-Oak's spirit to stay and learn its secrets. Scheduled to ship in August 2022.

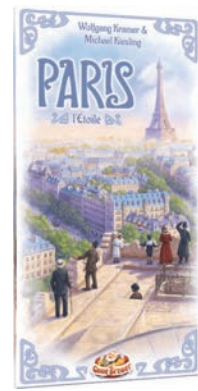
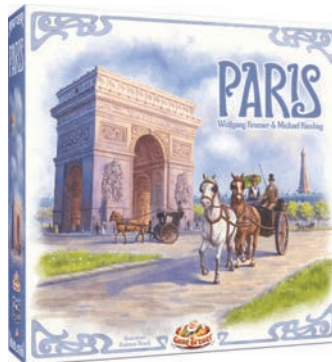
GMB GBR234.....\$70.00



THE PALACES OF CARRARA

You are the head of a noble family who has received orders from the Royal Palace to beautify 6 cities in the region. Utilizing valuable blocks of marble from the famed quarries in Carrara, you will construct buildings, add decorations, and place statues to fill the cities with marble wonders. From time to time, the Royal Family will evaluate (score) your progress and reward you with riches and/or victory points (VP). Make sure you keep pace with all the other noble families, because if you don't you could be leaving VP behind, and the game may end before you're ready. The noble family that earns the most VP wins. Scheduled to ship in August 2022.

GMB GBR218.....\$70.00



PARIS: L'ETOILE EXPANSION

A few years have passed since the events of *Paris*. You have invested in many of Paris most prestigious building and landmarks, and have made quite the name for yourself. But that does not mean you can rest on your laurels: shrewd foreign investors have set their eye on the French capital, eager to become important players as well in the Parisian real estate market. The most coveted properties are all centred around the most famous roundabout in the world: La Place de l'toile, which features the iconic Arc de Triomphe, which looks down on the Champs-lyses. Scheduled to ship in August 2022.

GMB GBR207.....\$20.00



RULEBENDERS

Embark on a fascinating adventure through multiple themes like pirates, sci-fi, fantasy, prehistoric, zombies, and more in *Rulebenders*, a theme-traveling game that twists the rules of the game (literally and figuratively) and will create a unique game experience every time you play! In *Rulebenders*, players choose a number of themes out of the available six, changing the character of each round as the game progresses. Players fight for control over the different rules aspects of the game, bending the rules of the game to their advantage. You have to use your wits in this unique game where the rules change as you play. Scheduled to ship in August 2022.

GMB GBR129.....\$60.00

PARIS

After having successfully organized the World Fair in 1889, topped by the construction of the Eiffel Tower and celebrating the centennial of the Storming of the Bastille, Paris goes through a period known as la Belle poque. The architecture of Paris created during this period ranged from Beaux-Arts, neo-Byzantine, and neo-Gothic to Art Nouveau, and Art Deco. It is your task to purchase some of these magnificent Parisian buildings in order to make a profit and invest in the development and upkeep of some of Paris most iconic monuments and landmarks. Scheduled to ship in August 2022.

GMB GBR097.....\$55.00



STROGANOV

In the 17th century, Russia began to expand eastwards to develop the vast expanses of Siberia. This phase in history is closely associated with the name Stroganov. In *Stroganov*, players try to collect the best furs to gain wealth and fame as they move across the vastness that is Siberia. They will journey through Siberia, in spring, summer, and autumn before returning home each winter. After 4 years (rounds) the player who has best utilized their actions, and collected the most victory points, will win the game. Scheduled to ship in August 2022.

GMB GBR166.....\$65.00

GATE KEEPER GAMES

7 POLYHEDRAL DICE SETS

Scheduled to ship in June 2022.



HALFSIES DICE:

GLITTER EDITION - BLUE

GKG HG30.....\$14.95



SUI GENERIS DICE: RAINBOW!

GKG SG777.....\$16.95

7 POLYHEDRAL DICE SETS

Scheduled to ship in July 2022.



AETHER DICE: LIMBO

GKG AE887.....\$15.95



INCLUSION DICE: MEEPLE DICE

GKG ID1234.....\$17.95



ECLIPSE DICE: TREANT

GKG E0260.....\$15.95



INCLUSION DICE: DICE GOBLIN

GKG ID222.....\$17.95





**STARFINDER PACT WORLDS
POCKET EDITION**

This softcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure.

PZ07107-PE MSRP \$24.99



**STARFINDER ADVENTURE:
REDSHIFT RALLY**

It's the 20th anniversary of the Absalom Run starship race. This adventure for 7th-level characters is perfect for players with a need for speed!

PZ07603 MSRP 24.99

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Scheduled to ship in August 2022.



AETHER DICE: MINTENGTA
GKG AE212.....\$15.95



7 POLYHEDRAL DICE SETS
Scheduled to ship in October 2022.



AETHER DICE: AMETHYST
GKG AE557.....\$15.95



MERCURIAL DICE: PLUTO
GKG MD3.....\$14.95

**HALFSIES DICE:
GLITTER EDITION - BLACK**
GKG HG80.....\$14.95

7 POLYHEDRAL DICE SETS
Scheduled to ship in September 2022.



**HALFSIES DICE:
GLITTER EDITION - WINE**
GKG HG01.....\$14.95

7 POLYHEDRAL DICE SETS
Scheduled to ship in November 2022.



MERCURIAL DICE: MERCURY
GKG MD9.....\$14.95

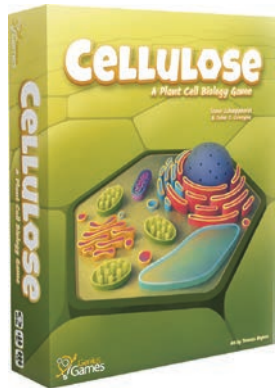


HOLOGRAPHIC DICE: UNICORN
GKG HL000.....\$15.95



INCLUSION DICE: BLOCK HEAD
GKG ID4321.....\$17.95

GENIUS GAMES



CELLULOSE: A PLANT CELL BIOLOGY GAME
Cellulose: A Plant Cell Biology Game is a worker placement game that puts 1-5 players inside a plant cell, where they will compete over limited resources in order to undergo photosynthesis, produce carbohydrates, and build the cell wall to score points. With everyone vying for the same actions, players must time their use of proteins, hormones, and cell component cards in order to diversify their strategies and outplay the competition! Scheduled to ship in July 2022.
GEN 1013.....\$49.99



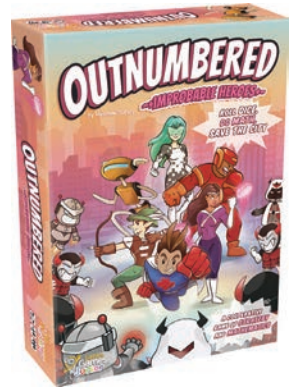
**MATH RUSH: 1 -
ADDITION & SUBTRACTION**
Think fast in Math Rush, a totally thrilling cooperative math game that will make your heart race and your head rev. Volume 1 is a quick-paced card game where players must work as a team to sequence the solutions of their addition and subtraction equations, all the while racing against the clock! The equations might be simple, but the strategy and challenge involved with working together to complete the required goals under the pressure of time makes this game enjoyable for all audiences! Scheduled to ship in July 2022.
GEN 1301.....\$12.99



**MATH RUSH: 3 -
FRACTIONS & DECIMALS**
Think fast in Math Rush 3, a totally thrilling cooperative math game that will make your heart race and your head rev! For three rounds, up to five players must balance strategy and speed, properly sequencing fractions and decimals before the timer runs out. Crunch the numbers in a hurry and rack up more points; make an error and miss your goal. Whether you beat your high score or not, it's more fun than you calculated. The fractions and decimals may seem simple, but players must continually solve multiple types of math equation while racing to sequence them in ascending and descending order. Scheduled to ship in July 2022.
GEN 1303.....\$12.99



**MATH RUSH: 2 -
MULTIPLICATION & EXPONENTS**
Think fast in Math Rush 2, a totally thrilling cooperative math game that will make your heart race and your head rev! For three rounds, up to five players must balance strategy and speed, properly sequencing products and exponents before the timer runs out. Crunch the numbers in a hurry and rack up more points; make an error and miss your goal. Whether you beat your highscore or not, it's more fun than you calculated. Play a math game to learn and reinforce basic math rather than using classroom style multiplication flashcards or times tables, which means everyone learns while having fun. Scheduled to ship in July 2022.
GEN 1302.....\$12.99



**OUTNUMBERED:
IMPROBABLE HEROES**
Combine forces to thwart evil in Outnumbered: Improbable Heroes, a math-based cooperative strategy game. Absolute Zero and his minions are loose in Megatropolis, trying to capture the powerful Infinity Generator! Assemble your team and strategically plan out your sequence of attacks together. As waves of Villains advance, you must use math skills and unique Hero Abilities to hit target numbers, repelling your nemesis and his minions. Overcome their counterattacks and impose order over chaos! Scheduled to ship in July 2022.
GEN 1304.....\$24.99



POWER FAILURE
Crank up the voltage in Power Failure, an electrifying card game in which you race to build the most productive grid. Up to four players compete to meet rising demand by acquiring resources, building power plants, and activating them to generate energy. Power production is inherently volatile, though, as rash individuals risk environmental catastrophes that set everyone back. The player who provides the bustling city with the most megawatts wins! Scheduled to ship in July 2022.
AAX 6002.....\$14.99



DUNGEON CRAWL CLASSICS: #102 DWELLER BETWEEN THE WORLDS

Doom blankets the land as rumors spread of a dire evil rising in the east. For the first time in living memory, the winter snows have arrived before the harvest, bringing with them an unnatural bitter chill, and in taverns and inns travelers whisper of strange creatures emerging from the ancient forest said to leave entire villages standing silent and empty of inhabitants. Now a call has gone out across the valley to gather the clans to discuss the dark tidings and decide how to oppose this growing threat. As the banners of a dozen chiefs and thanes are raised, the PCs must ready for an uncertain war against an unknowable foe from the spaces between dimensions. Scheduled to ship in August 2022.

GMG 5112\$9.99



DUNGEON CRAWL CLASSICS: CRYPT OF THE DEVIL LICH FOR DCC

The adventure is designed for a group of four to six 7th level characters. A hardcover saddle-stitched book. All-new cover art by Doug Kovacs, and the DCC RPG conversion was performed by Goodman Games own Bob Brinkman, a veteran game designer. A detailed introduction chapter including notes on how to adjust the adventure for higher or lower levels, using it during campaign play, notes on how to run the adventure as a team tournament, and the devilish backstory of the Devil Lich and her dark machinations. Scheduled to ship in August 2022.

GMG 4705\$40.00

SPOTLIGHT ON



DUNGEON CRAWL CLASSICS: CRYPT OF THE DEVIL LICH (5E)

This adventure module is a fifth edition conversion of the classic dungeon module DCC #13: *The Crypt of the Devil Lich*, originally published in 2004 by Goodman Games. *The Crypt of the Devil Lich* was truly a unique design, an homage as the classic meatgrinder-style trap-filled dungeons popular in the late 70s and early 80s. The adventure is designed for a group of four to six 15th level characters. With some effort on the GMs part, the adventure can be used for campaign play. A hardcover saddle-stitched book. All-new cover art by Sanjulian, and the 5E conversion was performed by Chris Doyle, the original architect and project manager of *The Crypt of the Devil Lich*. Scheduled to ship in August 2022.

GMG 4702\$40.00



DUNGEON CRAWL CLASSICS: THE EMPIRE OF THE EAST - #1 HUNT FOR THE HOWLING

Sent to find the location of a mysterious artifact, the adventurers find themselves imprisoned in a remote forest outpost and must fight their way out against overwhelming odds. Thus begins an overland journey across the Western shore, encountering merciless bandits, mutant monsters and a mysterious wizard, all while being pursued by the vengeful forces of the East. Great dangers and even greater treasures await! Can they reach the artifact powerful enough to change the outcome of the war before they're caught? Join the battle for freedom! Written by Julian Bernick, with cover artwork by Doug Kovacs. Scheduled to ship in August 2022.

GMG 5239\$9.99

Game by Zakir Jafri
Art by Lauren Helton

**"My kind of game!
Birdwatcher is
simple, gorgeous, and
thought-provoking.
Just good, clean fun!"**

—QUENTIN SMITH,
Shut Up & Sit Down

Ages 13+ 1-5 Players 45 mins.

Complexity

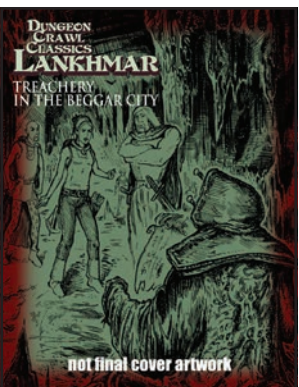
**SEPTEMBER
RELEASE**
MRSP: \$40
SKU: RGS02326

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GAMES

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DUNGEON CRAWL CLASSICS: LANKHMAR - TREACHERY IN THE BEGGAR

Steel flashes in dark alleys and over filth-strewn canals in the Beggar City of Tovilyis! Word has spread that the location of a secret treasure vault belonging to Tovilyis' old ruler has been discovered. What untold riches await the first to plunder the hidden hoard? The adventurers must compete with other rivals, including masked assassins, sinister sorcerers, and the agents of the Beggar City's noble houses to be the first to breach the potentates private treasury. Can the adventurers overcome their rivals and the cunning traps of a long dead ruler or will they become just another set of corpses floating in Tovilyis stinking canals come morning? Only keen blades and crafty minds will prevail against *Treachery in the Beggar City*! Written by Michael Curtis, with cover artwork by Doug Kovacs. Scheduled to ship in August 2022.
GMG 5228\$9.99



FIFTH EDITION FANTASY #21 - THE CURSED CRONES OF THE ENCHANTED GROVE

The village of Dreigrenzdal has an enormous problem! On the morning of the towns annual Spring Market Festival, the chieftain of a clan of neighboring stone giants is found asleep in the town square. When all attempts to awaken the giant fail, the characters must venture into an enchanted grove called the Cradle Wood to search for answers. There, they are caught up in an ancient feud between a hag named Goodie Grimjaw and her wicked sisters. Can the heroes help Goodie maintain the sorcerous ritual that keeps her evil sisters in check? Or will the party fall prey to the machinations of Goodies cursed elder sisters, Gertie and Grizzie, and their steel-toothed, construct minions? Scheduled to ship in August 2022.
GMG 55521\$9.99

GRAY WOLF GAMES



WU WEI: JOURNEY OF THE CHANGING PATH

In this tabletop adventure, masters secretly train students to become martial arts lineage holders while an ambitious new emperor tries to unify his people under one banner. Leap into the world of Wu Wei and sharpen your skills with new strategies and rapidly changing circumstances. Scheduled to ship in September 2022.
GWO WW001\$90.00

GREATER THAN GAMES

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TROGLOR! - THE BOARD GAME: MAJICKS & MERGENCIES EXPANDO DECK

Introducing the all new Majicks & Mergencies Expando Deck for Troglor! The Board Game. Extend your cooperative burnination even further with all new cards and gameplay elements that give players more options, more interesting choices, and more chaotic burnination! Scheduled to ship in July 2022.
GTG TROG-MMRC\$15.00

GUILT-FREE GAMING

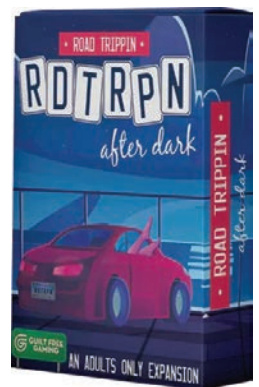


ROAD TRIPPIN'

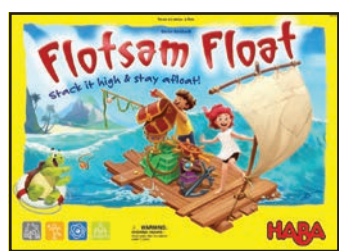
Road Trippin' is a secret word game played on real metal license plates. It can be played competitively or cooperatively with as few as 2 players. If you've ever tried to read a vanity license plate on someone's car, then you already know how to play this game. Get creative and see what kind of license plates you can come up with, but don't make them too tough or your team may not be able to guess what they say! Scheduled to ship in August 2022.
GUF RDTRPN\$55.00

ROAD TRIPPIN: AFTER DARK EXPANSION PACK

After Dark is a 300 phrase expansion to Road Trippin. It includes some incredibly dirty words that might make your mom cringe. The DMV would definitely not approve of these license plates... but they make for one heck of an evening with your friends. Scheduled to ship in August 2022.
GUF AFTERDARK\$15.00



HABA USA



FLOTSAM FLOAT

A unique stacking and dexterity game where you must stack and then successfully move the flotsam from one island to the next!
HAB 306699\$39.99



MONSTER MUNCH

The monsters are hungry, but they can't eat everything. In this risk and reward memory game, you must remember what foods are where, as your monster works around the buffet.
HAB 306555\$14.99



MY FIRST ADVENT CALENDAR: BEAR CAVE

This 24-Day Advent Calendar is filled with fun! Each day is accompanied by a story, a toy, and a task or game the child must accomplish to move on to the next day. Scheduled to ship in September 2022.
HAB 306765\$39.99



MY VERY FIRST GAMES: FOREST FRIENDS

A fun memory game of hide and seek. The animals are hidden in the forest. See how many you can find through the peepholes.
HAB 306606\$29.99

JON BRAZER ENTERPRISES

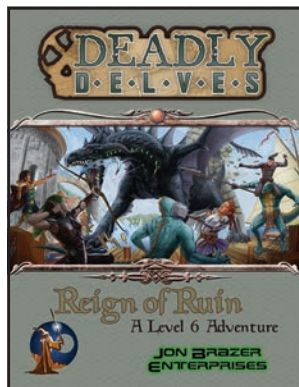


DEADLY DELVES: TO CLAW THE SURFACE (PF2)

To Claw the Surface is an exciting adventure module in Jon Brazer Enterprises Deadly Delves series, and is compatible with the best-selling Pathfinder Roleplaying Game. This adventure is designed to challenge four to five 1st-level PCs like no other content has to date. Inside this 56-page volume, you'll find enough content to take your group of 1st-level PCs all the way to 4th level. Dangers Unknown. Treasures Untold. Adventure Awaits. Scheduled to ship in September 2022.
JBE 0246\$19.95



AUG 2022



DEADLY DELVES: REIGN OF RUIN, A LEVEL 6 ADVENTURE (SWORDS & WIZARDRY)
Reign Of Ruin is the exciting inaugural adventure module in Jon Brazer Enterprises *Deadly Delves* product line and is designed for the *Swords and Wizardry* Roleplaying Game. This adventure is designed to heartily challenge a party of 6th-level PCs and leave them with a memorable heroic tale. Inside this volume, you'll find: 11 New or Modified Monsters for your campaign, including lizardmen warpriests, mud zombies, and befouled spirits. New Magic Items waiting to be discovered, including the glorious rainbow scepter. Full-color maps of a Crannogtown village, as well as five floors of a terrifying temple dungeon. Scheduled to ship in September 2022.
 JBE 0500.....\$19.95

KOBOLD PRESS

TOME OF HEROES (POCKET EDITION) (5E)

The *Tome of Heroes* is the essential expansion for every 5th Edition roleplayer. It contains rules for new character races and subclasses, weapon options, and powerful spells, as well as new equipment, expanded magic rules, and much more. With 5th Edition roleplaying, enter a world of deep dungeons, harsh wilderness, and thriving cities, ready to battle everything from goblins to dragons. Sharpen your skills, discover mythic treasures, and give your character powerful new options to turn back the creatures of darkness. Create heroes of legend, ready to take their place in song and saga. Take up your sword and staff, and seize your destiny! Now in Pocket Edition! Scheduled to ship in October 2022.
 PZO KOB9375.....\$24.99



KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: DARKWING BLAST BOOSTER DISPLAY (24)

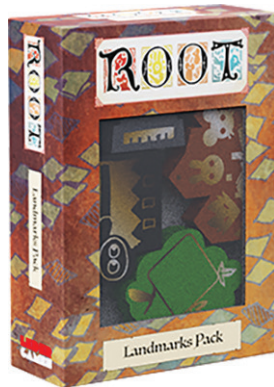
Ascend into the night sky this October! *Darkwing Blast* is the latest core booster for the Yu-Gi-Oh! Trading Card Game. This 100-card set lets you take to the skies with new cards for Crows renowned Blackwing strategy from Yu-Gi-Oh! 5Ds. Brand-new themes emerge as well as new cards you can include in the Deck you already have! *Darkwing Blast* is packed with cards ready to elevate your game to the next level! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
 KON 85867.....\$107.76



LEDER GAMES

ROOT: LANDMARK PACK

Bring the Woodland to life with landmarks! Each landmark offers players new strategic challenges and tactical possibilities. Best of all, they work with each of *Root*'s four maps! The *Landmark Pack* includes four screen-printed wood landmarks: Barter for anything you need at the Black Market. Find new friends and followers in the Lost City. Craft a masterwork at the Legendary Forge. Sit proud upon the grand throne in the Elder Treetop. This is an expansion. The *Root* board game is required to play
 LED 01024.....\$10.00



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A Game Of Lore and Hidden Strategies!
 Weave a trilogy of tales in an intriguing auction game of bidding, bluffing, and set collection. Balance your stories and include your hidden moral to win!



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Game play
30-50
 minutes

Ages
8+

2-6
 players

GAMES

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ROOT: MARAUDER HIRELINGS PACK & HIRELING BOX

Need allies? Here they are, fiery and fierce. Discover unique strategies and make the Woodland wilder by adding hirelings. Best with fewer players, great with more! Hirelings can be added to games at any player count. With fewer players, the hirelings add new pieces to the map, ramping up the tension and giving you more tactical options. With more players, some hiring cards will flip over to reveal new special abilities to gain, letting you explore unique and powerful strategies. The Hireling Box can be used to store your hirelings. This is an expansion. The Root board game is required to play.

LED 01023\$30.00

ROOT: RIVERFOLK HIRELINGS PACK

Need allies? Come row downstream! Discover unique strategies and make the Woodland wilder by adding hirelings. Best with fewer players, great with more! Hirelings can be added to games at any player count. With fewer players, the hirelings add new pieces to the map, ramping up the tension and giving you more tactical options. With more players, some hiring cards will flip over to reveal new special abilities to gain, letting you explore unique and powerful strategies. This is an expansion. The Root board game is required to play.

LED 01021\$20.00



SPOTLIGHT ON



ROOT: THE CLOCKWORK EXPANSION 2

The Clockwork Expansion 2 is a standalone expansion that lets you square off against four automated factions. Add one to round out a game with few players, or team up in cooperative play! Each bot has four difficulty levels and four trait cards, giving them special powers and strategic quirks. Also included is a new Better Bot trait card for each faction from the first Clockwork Expansion. This is an expansion. It requires the Root board game as well as one or both of The Riverfolk Expansion and The Underworld Expansion.

LED 01020\$40.00

SPOTLIGHT ON



ROOT: THE MARAUDER EXPANSION

The Marauder Expansion introduces two new factions to the Woodland - the Lord of the Hundreds and Keepers in Iron alongside four hirelings and a new setup draft suitable for both casual and competitive play. Play as the: Lord of the Hundreds. Oppress the Woodland and burn it to the ground if need be. You suffer no dissent. Keepers in Iron. Lead your exiled order of devout knights into battle to recover ancient relics. For glory!

LED 01018\$50.00

ROOT: UNDERWORLD HIRELINGS PACK

Need allies? Just dig out a gold coin! Discover unique strategies and make the Woodland wilder by adding hirelings. Best with fewer players, great with more! Hirelings can be added to games at any player count. With fewer players, the hirelings add new pieces to the map, ramping up the tension and giving you more tactical options. With more players, some hiring cards will flip over to reveal new special abilities to gain, letting you explore unique and powerful strategies. This is an expansion. The Root board game is required to play.

LED 01022\$20.00



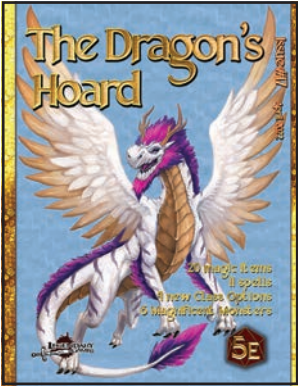
LEGENDARY GAMES



CONQUERING HEROES (PATHFINDER SECOND EDITION)

Eight PF2 heroes ready to conquer the world! Conquering Heroes is the first in a new series of pregenerated Pathfinder Second Edition characters designed around specific campaign themes. Within these pages you'll find 8 fully fleshed-out, ready-to-play ideal for any campaign delving into the wooded wilderness, where barbarians and bandits lurk under the eaves of the fey forests and in the hollows of the empty hills, but where a hero might carve out not just a legend by a kingdom and crown of her own! Scheduled to ship in September 2022.

LGP 023KM03PF2\$13.99



THE DRAGONS HOARD #17 (5E)

Magic, Monsters, and More! The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The Dragons Hoard takes every new magic item, spell, monster, or other new rules content from our ongoing Legendary Loot Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the coffer of riches, heretic's bane, owlbear dander, and zombie skin shield! Scheduled to ship in September 2022.

LGP 551DH17SE\$11.99



THE DRAGONS HOARD #14 (5E)

Magic, Monsters, and More! The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The Dragons Hoard takes every new magic item, spell, monster, or other new rules content from our ongoing Legendary Loot Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the crown of radiance, bolstering battleaxe, cyclops monocle, and rod of the monkey king! Scheduled to ship in September 2022.

LGP 537DH14SE\$12.99



THE DRAGONS HOARD #18 (5E)

Magic, Monsters, and More! The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The Dragons Hoard takes every new magic item, spell, monster, or other new rules content from our ongoing Legendary Loot Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the jester's cosh, lighthouse buckler, potion of dreaming, and amulet of mighty fangs! Scheduled to ship in September 2022.

LGP 553DH18SE\$11.99

LEGENDARY HUNTERS: SECOND EDITION (PATHFINDER SECOND EDITION)

The Hunt is On! Legendary Hunters: Second Edition is the latest volume in our new series of class-focused player supplements for Pathfinder Second Edition, this time focused on the wild-wandering beastmaster hunter class. These savvy wilderness warriors approach encounters with tactics and teamwork in mind for them and their bestial (and humanoid) allies. You'll find over 100 awesome options for this new class, including an array of Hunter's Bond skills like Flank and Shank, each with their own teamwork and support benefits and special actions, with over 60 class feats for every level. Scheduled to ship in September 2022.

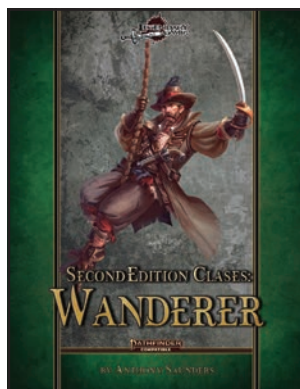
LGP 549LC36PF2\$13.99



FAERIE BARGAINS (PATHFINDER SECOND EDITION)

Be Careful What You Wish For! The magic and mystery of the fey is on display in *Faerie Bargains*! From Rumpelstiltskin to Rapunzel, fairy tales, myths, and legends all over the world are replete with tales of bargains struck with the sublime and sometimes sinister magical creatures from the realms beyond. Long life, wealth beyond imagining, true love, or whatever your hearts desire all wrapped up in a promise and a price that seems but a trifle, until the bargain comes due and the fair folk come to collect. Scheduled to ship in September 2022.

LGP 334KB10PF2.....\$14.99



SECOND EDITION CLASSES: WANDERER (PATHFINDER SECOND EDITION)

Born Under a 'Wandrin' Star! The *Wanderer* is a brand-new class for *Pathfinder Second Edition*, a versatile traveler trusting to luck, grit, and tenacity to see their way through any challenge they meet before taking once more to the endless road. Wanderers may be fierce sharpshooters, free blades with no master, gruff outlaws, or simply on the lookout to keep the peace from those who would trouble it. Their resolve and perseverance in the face of the bleakest odds make them reliable allies and implacable foes. Scheduled to ship in September 2022.

LGP 550LC37PF2.....\$11.99

LOONEY LABS



FLUXX: MORE ACTIONS EXPANSION DECK

Ten different Action cards that work with any *Fluxx* deck. These are fan favorites from a variety of past *Fluxxes* and former promo cards. Sure to spice up gameplay!

LOO 120\$5.00



FLUXX: MORE RULES EXPANSION DECK

Ten different New Rule cards that work with any *Fluxx* deck, plus a bonus 3 Meta Rules. These New Rules are fan favorites from a variety of past *Fluxxes* and former promo cards. The Meta Rules each feature a new way to play *Fluxx*!

LOO 119\$5.00



FLUXX: MORE SUPRISES EXPANSION DECK

Ten different Surprise cards that work with any *Fluxx* deck. These pack includes the four basic Surprises, four less common ones from past games, and two all-new Surprises!

LOO 118\$5.00

Can you outsmart the Queen of Hearts?

Paint the Roses

Work together in this cooperative puzzle game set in the world of Alice in Wonderland. Finish the Royal Gardens according to the Queen's changing whims, or you might just lose your heads!

PLAYERS	AGES	MINUTES
2-5	11+	60

MSRP \$39.99
NSG 810
northstargames.com

Paint the Roses

A Mind Over Matter Cooperative Game

NorthStar
GAME STUDIO



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LOST BOY
ENTERTAINMENT

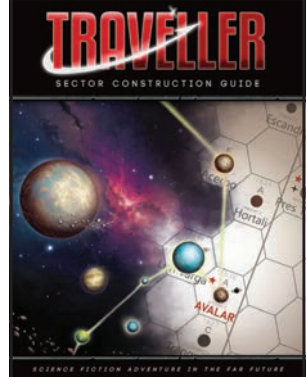


PLUNDER: A PIRATE'S LIFE

Plunder: A Pirate's Life is a competitive strategy game designed for families and gateway gamers. The thematic and intuitive gameplay allows new players to quickly grasp the rules. Players will unleash their inner pirates as they conquer and control islands to gain resources. Those resources are then spent to improve and expand their fleets. Ships are upgraded by adding life, mast, and cannon pegs. Players will wage war, hunt for treasure, and avoid the ever-wandering storm on their quest to rule the seas. *Plunder* is the quintessential pirate game. Scheduled to ship in September 2022.

LBE KCS01\$49.99

MONGOOSE
PUBLISHING



TRAVELLER RPG: SECTOR
CONSTRUCTION GUIDE

The *Sector Construction Guide* jumpstarts creativity to develop sectors of the referees own making, with a focus on the Foreven sector, an area adjacent to the Spinward Marches. The guidelines in this set provide tools to develop a detailed sector, whether in Charted Space or in an entirely different universe, covering overall setting creation, main worlds, politics, and alien sophonts, with suggestions for variants to system creation rules to fit a referees unique ideas. Scheduled to ship in September 2022.

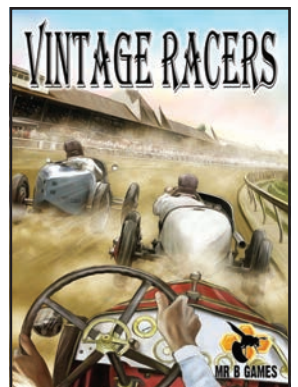
MGP 40076\$59.99



HELLENICA: LEADERS &
LEGENDS EXPANSION

Leaders & Legends is an expansion for *Hellenica: Story of Greece* that adds unique leaders to the game allowing players to modify the characteristics of their city-state. Each leader confers a special bonus on the city-state that recruits them. For example, Heracles aids in fighting Mythological Creatures while Socrates makes your research more productive. Each leader is represented by a deck of cards that appear in a market that players review to recruit the leaders that they want. But, watch out, other players may be desiring the same leaders as you and leaders will not serve two city-states! Scheduled to ship in July 2022.

MIB 1035\$65.99



VINTAGE RACERS

Vintage Racers is a light and straight forward racing game. Its compact size makes it easy to put in your pocket and take it anywhere. It's simple rules make it easy to introduce new players to racing games and card games alike. During the game each player will draft 3 cards that will make up their race car. These cards will have Top Speed, Acceleration, and Braking ability stats that you will then use in a 1 lap race around a buildable track. Players secretly set speeds and navigate the course with one goal; be the first to cross the finish line! Scheduled to ship in July 2022.

MIB 1031\$9.99

MONSTER FIGHT CLUB

SPOTLIGHT ON



CYBERPUNK RED RPG: EDGERUNNERS H -
MALE CHEF, MEDIA 5 FEMALE, AND FIXER MALE W/ CAT

MFC 33021\$20.00

MR. B GAMES



HELLENICA: STORY OF GREECE

Hellenica: Story of Greece is a 3.5X civilization game in which you harness the powers of one of seven beginning city-states to dominate the world around you. Your goal is to become the preeminent symbol of Greece for all posterity by completing a combination of secret and public goals. Scheduled to ship in July 2022.

MIB 1030R\$119.99

MYTHIC GAMES

SUPER FANTASY BRAWL

Scheduled to ship in July 2022.

SPOTLIGHT ON



SUPER FANTASY BRAWL
CORE SET

Super Fantasy Brawl is a fun, fast-paced competitive miniatures board game. Players select a team of three champions and combine their unique action cards to create a synergistic action deck. The game is faction-free, so players have their choice of any combination of champions they wish. Each turn, the players use their hand of action cards to maneuver, attack, displace enemies, and claim objectives to score victory points.

MYT MGSFB006EN\$45.00



ART OF WAR EXPANSION

Add to the roster of your *Super Fantasy Brawl* Champions with the *Art of War*! This expansion adds Sulka, Ko'el, and Ahket to your Champions.

MYT MGSFB035ENFR\$25.00



CIRCLE OF BLOOD EXPANSION

Add to the roster of your Champions with the *Circle of Blood*! This expansion adds Korvash, Mariusz, and Rath to your Champions.

MYT MGSFB036ENFR\$25.00

FORCE OF NATURE EXPANSION

Add to the roster of your Champions with the *Force of Nature*! This expansion adds Taze, Lorelei, and Nevamore to your Champions.

MYT MGSFB040ENFR\$25.00





HOT TRICK EXPANSION

It's a world of tricksters after all! Because sometimes playing a *Hot Trick* at your opponent can prove to be more powerful than the more devastating blow!

MYT MGSFB037ENFR\$25.00



MENTAL MIGHT EXPANSION

Add to the roster of your Champions with the *Mental Might*! This expansion adds Izabella, Alkemi, and Xinsn to your Champions.

MYT MGSFB038ENFR\$25.00

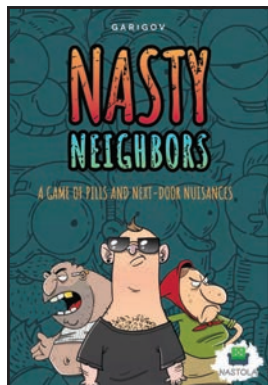


RADIANT AUTHORITY EXPANSION

Add to the roster of your Champions with the *Radiant Authority*! This expansion adds King Alistair, Khalize, and Sir Tentaclet to your Champions.

MYT MGSFB039ENFR\$25.00

NASTOLA GAMES



NASTY NEIGHBORS

In this game, players are neighbors in an apartment building. However, living in a crowded block can test your nerves, especially when you have *Nasty Neighbors*. As neighbors attack your nerves, you'll pop pills to keep your cool. However, take too many and you'll be eliminated. Your goal is to get rid of all the other neighbors and be declared Lord of the Building! If a neighbor runs out of pills, their nervous system can't take the stress; they are forced to leave the building. In the end, there is only one survivor or NONE! Scheduled to ship in August 2022.

NAS N0001\$24.99

ONE UP PARTIES AND GAMES



CASTLE BREAK

You have been chosen to represent your Kingdom in this year's Castle Break Games. Enter the race to see who can be the first to free Sinder, the dragon locked inside the center of West Raven Castle. To win, you must complete Quests by collecting Trade Goods, using your Tools and Weapons, and harnessing your Magical Powers. But beware: your opponents will attempt to barter, steal, and outwit you at every turn to achieve their aims.

OUG CB001\$39.95



REALLY KAREN?

Really Karen? is a hilarious party game for 2-6 players. Be the first Karen to argue your way around town, collect all four manager tokens, and make it back home. If you do this you'll be declared the ultimate Karen! Scheduled to ship in September 2022.

OUG RK002\$29.99

OUTLAND ENTERTAINMENT



POCKET ODYSSEY RPG

Pocket Odyssey is a Tabletop RPG hybrid with simple rules that focus on what makes traditional RPGs fun and unique. Character creation is robust but quick; within 60 seconds players can pick a background (a set of skills), pick special abilities, draw a unique item (often times funny!), distribute stat points, have a personal goal (which is kept secret), and draw a character flaw to help role-playing. After a 90-minute game, without touching a pen or paper, these heroes will have explored beautifully rendered maps, slain baddies, leveled up multiple times, discovered magical loot, and, most importantly, have had a blast! Scheduled to ship in September 2022.

REGULAR EDITION

OUT PO01\$25.00

COLLECTOR'S EDITION

OUT PO02\$50.00

PATHFINDER



PATHFINDER BLOOD LORDS: ZOMBIE FEAST

An adventure for four less-than-good-hearted characters in which they rise from skilled troubleshooters to join those who rule a land of the dead.

PZ090181 MSRP \$26.99



PATHFINDER FLIP-MAT CLASSICS: THEATER

Heroes enjoy being the center of attention, so what better place for adventure than on stage at the theater?

PZ031040 MSRP \$16.99



PATHFINDER DARK ARCHIVE

Enter the Paranormal! Unleash the power of your mind as the new psychic class or leverage secrets and mystic implements as the thaumaturge!

PZ02111 MSRP 54.99



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GAMES

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GTM

AUG

2022

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PATHFINDER RPG: KINGMAKER - BESTIARY HARDCOVER (5E)

The world of *Pathfinder* comes to 5E for the first time! From feral beasts to supernatural spirits from the realm of fey, the *Kingmaker Adventure Path* forces heroes to test their might against hundreds of foes be they bandit lords, evil kings, or demigods. This book presents rules for over 275 monsters and villains, 45 traps and hazards, and seven companion NPCs presented with a low-level and mid-level stat block, making them suitable for play as adventuring companions or even pregenerated player characters all compatible with any *Fifth Edition* game. Designed to work alongside the new *Pathfinder Adventure Path* campaign book,

this volume makes quick conversion of the campaign to 5E a breeze! Challenge your heroes while playing through the *Kingmaker Adventure Path*, or populate a campaign entirely of your own design! Scheduled to ship in October 2022.

PZO 2025 \$49.99



PATHFINDER RPG: FLIP-MAT - KINGMAKER ADVENTURE PATH NOBLE MANOR MULTI-PACK

Be it an aristocratic manor or a sovereign's throne hall, all nobles and rulers need places to live and to hold court. This *Flip-Mat Multi-Pack* features two wings of a sprawling mansion fit for nobility as well as two versions of a throne room rustic wood and elegant stonework to represent two different variations on the same ruler's grand hall. Designed specifically to work with *Pathfinders Kingmaker Adventure Path*, these high-utility maps also make an ideal resource for any fantasy RPG campaign! Scheduled to ship in October 2022.

PZO 2029 \$29.99



PATHFINDER RPG: FLIP-MAT - KINGMAKER ADVENTURE PATH RIVER KINGDOM RUINS MULTI-PACK

Mysterious ruins lie hidden within far-off reaches in the wilderness, ancient remnants of long-lost civilizations. This *Flip-Mat Multi-Pack* features four such ruined locations: an overgrown keep in the woods, a decrepit river crossing, a dilapidated swamp settlement, and a long-forgotten shrine. Designed specifically to work with *Pathfinders Kingmaker Adventure Path*, these high-utility maps also make an ideal resource for any fantasy RPG campaign! Scheduled to ship in October 2022.

PZO 2030 \$29.99



PATHFINDER RPG: ADVENTURE PATH - BLOOD LORDS PART 4 - THE GHOULS HUNGER (P2)

The Ghouls Hunger is a *Pathfinder* adventure for four less-than-good-hearted 11th-level characters. This adventure continues the *Blood Lords Adventure Path*, a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the *Blood Lords* who rule a land of the dead. The adventure also details the worship of Kabriiri, the demon lord of ghouls, and presents numerous downtime activities for the newest *Blood Lords* to expand their authority. New items, feats, monsters, and more abound when *The Ghouls Hunger*. Scheduled to ship in October 2022.

PZO 90184 \$26.99



PATHFINDER RPG: FLIP-MAT CLASSICS - PIRATE ISLAND

X marks the spot for adventure on this mysterious pirate island who knows what treasures (and dangers) lie in wait beyond its shores? This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the adventurers find themselves shipwrecked on a remote shoreline or have come to a strange isle to seek out its hidden treasures, this map has you covered! Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat Classics: Pirate Island*, you'll be ready for the next time the PCs set sail! Scheduled to ship in October 2022.

PZO 31041 \$16.99

PATHFINDER RPG: FLIP-MAT - KINGMAKER ADVENTURE PATH CAMPSITE MULTI-PACK

Whether it's a semi-permanent encampment, a fortified wilderness hideout, or simply a place to set up tents, every wilderness explorer eventually needs a campsite. This *Flip-Mat Multi-Pack* features three different campsites for your players to explore, including a simple clearing in the woods, a hidden forest hideout, and a sprawling goblin encampment. Designed specifically to work with *Pathfinders Kingmaker Adventure Path*, these high-utility maps also make an ideal resource for any fantasy RPG campaign! Scheduled to ship in October 2022.

PZO 2028 \$29.99



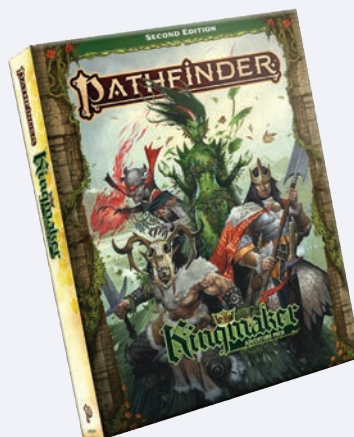
PATHFINDER RPG: KINGMAKER - ADVENTURE PATH HARDCOVER (SPECIAL EDITION) (P2)

Pathfinders most-popular campaign ever returns in this massive new deluxe limited-edition hardcover compilation updated to the latest *Pathfinder* rules! In this new, revised version of the classic *Kingmaker Adventure Path* campaign, the *Stolen Lands* have long been the domain of bandits and monsters, but no longer! Your party has been granted a charter to explore these wilds, defeat its dangers, and build a brand new nation. Yet not everyone will welcome you as new neighbors, and powerful supernatural forces have their own plans for the region. Can you defeat your kingdoms enemies and become leaders of one of the greatest new nations in the world? This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in October 2022.

PZO 2020-SE \$129.99



SPOTLIGHT ON



PATHFINDER RPG: KINGMAKER - ADVENTURE PATH HARDCOVER (P2)

Pathfinders most-popular campaign ever returns in this massive new hard cover compilation updated to the latest *Pathfinder* rules! In this new, revised version of the classic *Kingmaker Adventure Path* campaign, the *Stolen Lands* have long been the domain of bandits and monsters, but no longer! Your party has been granted a charter to explore these wilds, defeat its dangers, and build a brand new nation. Yet not everyone will welcome you as new neighbors, and powerful supernatural forces have their own plans for the region. Can you defeat your kingdoms enemies and become leaders of one of the greatest new nations in the world? Scheduled to ship in October 2022.

PZO 2020 \$99.99



PATHFINDER RPG: KINGMAKER - BESTIARY HARDCOVER (FIRST EDITION) (P1)

From feral beasts to supernatural sprits from the realm of fey, the Kingmaker Adventure Path forces heroes to test their might against hundreds of foes be they bandit lords, evil kings, or demigods. This book presents rules for over 200 monsters and villains, 45 traps and hazards, and seven companion NPCs presented with a low-level and mid-level stat block, making them suitable for play as adventuring companions or even pregenerated player characters all compatible with any Pathfinder First Edition game. Designed to work alongside the new Kingmaker Adventure Path campaign book, this volume makes quick conversion of the campaign to *Pathfinder First Edition* a breeze! Scheduled to ship in October 2022.

PZO 2021\$44.99



PATHFINDER RPG: KINGMAKER - COMPANION GUIDE HARDCOVER (SPECIAL EDITION) (P2)

The heroes of the Stolen Lands can use all the help they can get! The *Kingmaker Companion Guide* presents seven fully detailed companions inspired by the Kingmaker video game, ready to provide all sorts of assistance, each accompanied by a fully detailed personalized adventure to go along with their story. Notes on how an additional six companions can aid your adventures, extensive rules for camping and cooking strange and even magical meals to bolster your characters abilities, and a fully detailed system to incorporate weather and hazards like blizzards, flash floods, tornadoes, supernatural storms, and more into your campaign make the *Kingmaker Companion Guide* a must-have expansion for your *Kingmaker Adventure Path* or indeed any *Pathfinder* campaign! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in October 2022.

PZO 2023-SE\$59.99



PATHFINDER RPG: KINGMAKER - KINGDOM MANAGEMENT TRACKER (P2)

Keep track of your kingdom with the indispensable *Pathfinder Kingmaker Kingdom Management Tracker*! This 16-page folio includes custom-designed sheets for you to take extensive notes on your kingdoms abilities, skills, resources, and ongoing events. A blank map of the Stolen Lands lets you track the evolving border of your kingdom, along with its settlements and relationships with nearby allies and enemies, and a blank urban grid with over five dozen buildings you can cut and paste to customize your capital city gives you all the resources you need to track your kingdoms progress through the *Kingmaker Adventure Path*. The included quick reference rules for kingdom building, army building, and building settlements will help you spend less time keeping track of details and more time ruling your kingdom and adventuring within it and beyond! Scheduled to ship in October 2022.

PZO 2024\$24.99



PATHFINDER RPG: KINGMAKER - POSTER MAP FOLIO

Raise and rule an entire kingdom in the *Kingmaker Adventure Path*! From early explorations and cartographic cataloguing of the region, to forays into the deadliest depths of an ancient wilderness, the *Kingmaker Poster Map Folio* provides invaluable maps for an entire campaign! Within this map folio, you'll find six huge, 4-panel poster maps crucial to the *Kingmaker Adventure Path* the mysterious village of Varnhold, the oppressed city of Pitax, and four linked maps that present the infamous Stolen Lands in their entirety. Even if you arent running the *Kingmaker Adventure Path*, the maps inside can serve as new wilderness regions, villages, or cities for any RPG campaign! Scheduled to ship in October 2022.

PZO 2026\$24.99

SPOTLIGHT ON



PATHFINDER RPG: KINGMAKER - COMPANION GUIDE HARDCOVER (P2)

The heroes of the Stolen Lands can use all the help they can get! The *Kingmaker Companion Guide* presents seven fully detailed companions inspired by the Kingmaker video game, ready to provide all sorts of assistance, each accompanied by a fully detailed personalized adventure to go along with their story. Notes on how an additional six companions can aid your adventures, extensive rules for camping and cooking strange and even magical meals to bolster your characters abilities, and a fully detailed system to incorporate weather and hazards like blizzards, flash floods, tornadoes, supernatural storms, and more into your campaign make the *Kingmaker Companion Guide* a must-have expansion for your *Kingmaker Adventure Path* or indeed any *Pathfinder* campaign! Scheduled to ship in October 2022.

PZO 2023\$39.99



PATHFINDER RPG: KINGMAKER - KINGDOM MANAGEMENT SCREEN (P2)

Keep the essential rules for kingdoms and armies on hand and protect your notes and die rolls from players eyes with the *Pathfinder Kingmaker Kingdom Management Screen*! This beautiful four-panel, portraitstyle screen features a sprawling map of the Stolen Lands on the players side, while the GMs side presents key information from the *Kingmaker Adventure Paths* rules for Kingdom turns and Warfare encounters. The *Pathfinder Kingmaker Kingdom Management Screen* gives you the tools you need to keep Kingdom turns and Warfare battles moving: a list of Kingdom skills, important notes on Kingdom and Army level advancement, turn orders, Kingdom events, army conditions, and more. Constructed of ultra-high-grade hardcover book stock, this durable screen is perfect for travel, convention play, and repeated regular use. Scheduled to ship in October 2022.

PZO 2022\$24.99



PATHFINDER RPG: KINGMAKER - PAWN BOX

The monsters are coming! The *Kingmaker Pawn Box* is here to help you keep your players busy with the wide range of allies and enemies theyre destined to encounter during your Kingmaker campaign. This jam-packed collection contains more than 350 monsters and NPCs pulled from both the *Kingmaker Adventure Path* and *Kingmaker Companion Guide*, perfect for use with the *Pathfinder Roleplaying Game* or any fantasy RPG. Pawns include lumbering giants, sinister fey, carnivorous plants, wild beasts, deadly bandits, traitorous brigands, helpful companions, and more. Printed on sturdy cardstock, these pawns slot into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures. The *Kingmaker Pawn Box* is the best way to ensure you've got the perfect monster on hand for every *Pathfinder Roleplaying Game* encounter! Scheduled to ship in October 2022.

PZO 2027\$59.99



PATHFINDER RPG: LOST OMENS - LEGENDS HARDCOVER (SPECIAL EDITION) (P2)

It's not always what you know, but who you know! The heroes of the Age of Lost Omens forge their path through an uncertain world, but that world has been shaped by many others who came before or who now stand beside them! *Lost Omens: Legends* provides details on 42 of the Inner Sea region's biggest personalities, from queens and kings that rule the present to distant figures from Golarion's past. Uncover details from the inner lives of movers and shakers from all around the globe, as well as the secret techniques, items, and knowledge PCs might gain from encountering these larger-than-life figures! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in October 2022.

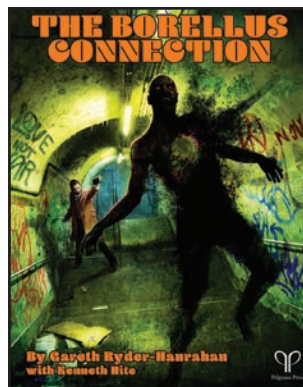
PZO 9306-SE\$59.99



STARFINDER RPG: ADVENTURE PATH - DRIFT CRASHERS 3 - MASTERS OF TIME AND SPACE

Masters of Time and Space is a *Starfinder* adventure that brings the 3-volume *Drift Crashers Adventure Path* to an exciting conclusion. Written by Ron Lundeen for four 5th-level characters, *Drift Crashers* is part of the *Drift Crisis*, an event taking place across the entire *Starfinder* game line; in the *Drift Crisis*, faster-than-light travel breaks down and the galaxy is thrown into chaos. In addition to the adventure itself, this book includes support for continuing the campaign beyond the events of the *Adventure Path*, along with an *Adventure Toolbox* filled with new rule options and strange alien creatures. Scheduled to ship in October 2022.

PZO 7248 \$24.99



THE BORELLUS CONNECTION

Full colour, 400-page hardback book. Dazzling original art evokes the drug-fuelled 1960s setting. The eight linked adventures are each playable as a standalone investigation or as part of an epic campaign. Designed by Kenneth Hite and written by Gareth Ryder-Hanrahan, the team that created the multi-award-winning, critically-acclaimed *Dracula Dossier*. Scheduled to ship in October 2022.

PEL GDG02 \$59.95



FEARFUL SYMMETRIES

Full colour, 224-page hardback book. Inspired by the art and writing of William Blake. Features four new magic systems for the *Trail of Cthulhu* RPG. Folklore Engine provides rules and support for converting folklore to gameplay. Full details on 1930s England. Scheduled to ship in September 2022.

PEL GT45 \$39.95

PANDASAURUS GAMES

SPOTLIGHT ON



ROLLER COASTER RUSH

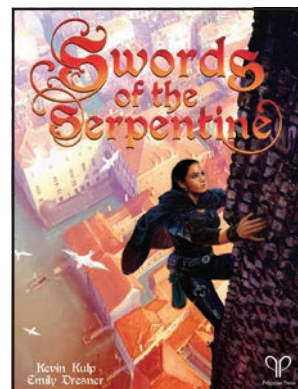
Roller Coaster Rush is a fast paced card game where you and up to 5 of your friends design, build and ride rollercoasters. On your turn you add a card from your hand to your ride. Choose carefully, you need to make sure that the train will have enough speed to make it to the end, but not so much speed that it will cause the guests to get sick! The kicker? The time you can take to complete your turn is limited, and that time-limit is based on how quickly the other players finish their turns!

PAN 202115 \$49.95

SWORDS OF THE SERPENTINE

Full colour, 368-page hardback book. A fantasy city of mystery and magic inspired by Lankmar and Ankh-Morpork Tools for fast and effective character creation. Gameplay and rules mechanics that encourage players to help build the world they're adventuring in a customized combat system that opens the door for cinematic, heroic battles. Scheduled to ship in September 2022.

PEL GSS01 \$59.95



PINNACLE ENTERTAINMENT



PATHFINDER FOR SAVAGE WORLDS RPG

Scheduled to ship in September 2022.

ACTION DECK

54 oversized 3.5 x 5 playing cards to help keep track of the action around the table. The *Action Deck* is used to count down initiative, determine random events, and much more.

S2P 11505 \$19.99

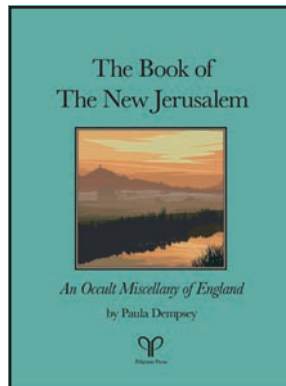
PELGRANE PRESS



13TH AGE RPG: DRAKKENHALL - CITY OF MONSTERS

The Emperor expected a city of monsters to destroy itself, but instead the Blue and her people have created a city that's wickedly unique: Drakkenhall! Scheduled to ship in September 2022.

PEL 13A24 \$27.95



THE BOOK OF THE NEW JERUSALEM

Intensively researched, accessibly written guide to English folklore. Details the occult history of hundreds of English locations. 1930s in-world artefact for any *Cthulhu* mythos RPG. B&W interior, softcover book. Scheduled to ship in September 2022.

PEL GT46 \$24.95



ALLY & ADVERSARY CARDS SET

This pack contains 24 useful allies and devious villains for GMs to use in their *Pathfinder for Savage Worlds* adventures. Each 3.5 by 5 card has art on one side and the most important statistics on the reverse.

S2P 11510 \$4.99



ARCHETYPE CARDS SET 1

This is a set of 24 cards depicting the iconic *Pathfinder* characters at both Novice and Seasoned Ranks. Each 3.5x5 card features a ready-to-play character, ideal for convention games, pick-up games, or store play.

S2P 11508\$9.99



CHASE DECK

Chases are a dramatic and exciting part of any adventure story. The *Quick Chase Deck* lets you easily manage foot and mounted chases on the tabletop. These gorgeously illustrated cards keep the action moving fast. Don't let them get away!

S2P 11509\$14.99



ARCHETYPE CARDS SET 2

This is an additional set of 24 unique cards depicting the iconic *Pathfinder* characters at both Novice and Seasoned Ranks. Each 3.5x5 card features a ready-to-play character, ideal for convention games, pick-up games, or store play. For more *Archetypes* look at Set 1!

S2P 11512\$9.99



COMPANION

The *Pathfinder for Savage Worlds Companion (Hardcover)* contains a host of useful information for players and GMs including details and background information about Golarion, new character options, fiendish evil organizations, and more! 96 pages.

S2P 11503\$24.99



BESTIARY

Over 140 pages of foul beasts and terrifying monsters to plague the nightmares of even the most hardy adventurer. The hardback book is a vital resource for devious GMs! 144 pages in hardcover.

S2P 11502\$29.99



CORE RULES

Create your own adventures or play one of the legendary *Adventure Paths*, starting with *Rise of the Runelords*! (Available separately). This book contains the *Savage Worlds* rules, specially tailored for the world of Golarion. All you need are dice, a deck of playing cards for initiative, and some excellent friends to share your adventures with! A 256 page hardcover book that contains all the rules you need to play *Pathfinder for Savage Worlds*, no other rulebook is necessary.

S2P 11501\$49.99



GM SCREEN W/ ADVENTURE HOLLOW'S LAST HOPE

This gorgeous trifold screen contains beautiful *Pathfinder* artwork on one side and a whole host of useful charts and tables on the reverse. Also included is the 32 page adventure: *Hollows Last Hope*.

S2P 11504\$19.99



INNER SEA POSTER MAP

This glossy full color poster map of the Inner Sea region is perfect for planning your adventures in the world of Golarion!

S2P 91145\$9.99



RISE OF THE RUNELORDS BOXED SET

This boxed *Adventure Path* set contains an epic fantasy adventure in 6 parts. Each part is a softback book (80-96 pages). Also includes a Guide to Varisia book, important handouts for the campaign, and a 17x11 poster map detailing the town of Sandpoint.

S2P 11511\$99.99



POWER CARDS

Boxed set of reference cards that are a vital resource for spell-casting classes. The *Power Cards* contain all the powers in *Pathfinder for Savage Worlds*, allowing players to keep their powers at their fingertips.

S2P 11507\$14.99



STATUS CARDS

Box of 54 reference cards that let you track the status of your heroes, allies, and foes. Whether they are Wounded, Shaken, or Stunned, these cards contain the necessary rules as a handy reminder.

S2P 11506\$14.99



ULTIMATE CORE BOXED SET

Pathfinder for Savage Worlds combines the Fast! Furious! Fun! of the best-selling, award-winning *Savage Worlds* game system with the incredible depth and excitement of Paizo's phenomenal *Pathfinder Roleplaying Game* and the world of Golarion. This massive boxed set includes: The *Core Rules Book*, *Bestiary Book*, *GM Screen* and *Hollows Last Hope* adventure, *Quick Chase Deck*, *Action Deck*, *Power cards*, *Status cards*, *Archetype Cards Set 1*, *Templates and Tokens*, *Dice*, *Bennies* and *Bookmarks* (with helpful hints and reminders for game play!)

S2P 11500\$199.99



POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: POKÉMON GO - PREMIER DECK HOLDER

An epic Raid Battle brings mighty rewards: a powerful Dragonite VSTAR for your collection and a Premier Ball holder for your favorite deck! With a VSTAR Power that shares loads of Energy with your Pokémon, Dragonite VSTAR soars to strategic heights, and you'll receive it along with Dragonite V in this special collection featuring the *Pokémon TCG: Pokémon GO* expansion. To top it off, the sturdy Premier Ball case holds a fully sleeved deck of cards for an ultimate statement of Pokémon Trainer style! Includes: 1 etched foil promo card featuring Dragonite VSTAR, 1 foil promo card featuring Dragonite V, 1 deck holder shaped like a Premier Ball, 9 *Pokémon GO* booster packs, and a code card for *Pokémon TCG Live*.

PUI 29085079 PI

POLYHEDRA GAMES



JUSTICE VELOCITY RPG: HARDCOVER

Justice Velocity is an action movie themed tabletop role-playing game for 3+ players. Inspired by action movies like the *Fast & Furious* franchise, *Rush Hour*, or *Bad Boys* and anime like *Initial D* - *Justice Velocity* puts you in the drivers seat. Its an exercise in collaborative storytelling that puts the stakes of a race or the fate of deadly computer viruses up to your players skills, abilities, and the roll of the dice. It's a fast-paced 2d6 system that's light on the rules, and high on octane. With quick and easy character design, *Justice Velocity* invites tabletop newcomers and veterans alike to leap quickly into the action movie universe. Scheduled to ship in September 2022.

PHG 001V1 \$29.99

THE PLAGUED CRYPT OF HELVETE (MRK BORG COMPATIBLE)

When a horrible plagued beast invades Galgenbeck, the party takes a bounty to seek out the source in the doomed forests of the north! They happen upon a disease demon and plagued crypt that may be more trouble than they've bargained for. A dark fantasy adventure inspired by MRK BORG's black metal OSR ethos, *The Plagued Crypt Of Helvete* is a one-shot third party adventure meant to introduce players to the RPG, but it can also be incorporated into an existing campaign. *The Plagued Crypt of Helvete* is a starting module which includes a market, mini-dungeon, new monsters and enemies, plagued beasts, and diseased demons. It's a three-act adventure which can be played altogether or in multiple sessions - giving you everything you need to set the stage for a gruesomely grim and gnarly dark fantasy narrative. Scheduled to ship in September 2022.

PHG 004 \$14.99



POMELO GAMES



PRETTY PRINCESS POMELO

Pretty Princess Pomelo: A Magical Girl Combat Card Game is a 2-4 player team building card game where you decide the fate of the world by claiming the power of the Citrine Hearts. Will you side with Princess Pomelo and her team of magical heirs to save the world, or will you plunge it into darkness with the interdimensional pirates known as the Scurvy Sea Dogs? With strategic turn-based gameplay and destiny altering cards, battle your friends and rivals with Character, Story and Power cards embellished with the well-known and globally-loved tropes of Japanese anime and the magical girl genre. Scheduled to ship in August 2022.

POM TMPP001 \$34.99

PUPPET MASTER'S PROJECTS

PUPPET MASTERS

Puppet Masters is a dueling card game with diversity and replayability at the core of its gameplay. Unlike other dueling card games, *Puppet Masters* has 27 playable characters, 18 thematic decks to mix and match, items to buff up puppets, and spells to drastically change the field of combat. Will you dedicate yourself to a few strong puppets, or will you employ hordes of weaklings? Will you abandon them at the first sight of trouble, or stick it through to the end? The choices are yours!

PMP PM001 \$50.00



RAVENSBURGER

SPOTLIGHT ON



THE WIZARD OF OZ: ADVENTURE BOOK GAME

Toto, I've got a feeling we're not in Kansas anymore...Avoid the twister, follow the yellow brick road, and traverse the poppy fields on your way to the Emerald City. Work together to help Dorothy and her friends find the courage, heart, and brains needed to defeat the Wicked Witch of the West! In this adventure book game, players cooperate to help Dorothy through six chapters of adventure from Kansas to Oz, and back home again. Players will work together to complete challenges by guiding

characters and discarding Story cards from their hand. Complete all six chapters to win! Scheduled to ship in August 2022.

RVN 60001948 \$39.99

REALLY FUN

REALLY?! THINK YOU KNOW ME? GUESS AGAIN!: SECOND EDITION

The hilarious board game with a fun design created with team building and positive communication in mind by 3 Mompreneurs (4 kids each). Contained in a 24 oz tumbler with glistening ice pieces and colorful dials you will find unique conversation starter scenario cards with a list of relevant options to choose and guess from. The game that spark interests, connections and loads of laughter for ages 8-120+! Scheduled to ship in August 2022.

RFU NN011 \$29.97





SANTA'S TONGUE TWISTERS

Can you say Santa Seeks Snacks 3-times fast? Play the hilarious card game holiday tongue twister series and Go-Fish with a Twist! Laugh and learn with tongue twisters for all ages! Fun travel game with 4 unique gameplay variations to develop linguistic skills and improve pronunciation, enunciation, accent, memory, and more. Scheduled to ship in August 2022.

RFU NN010\$9.97

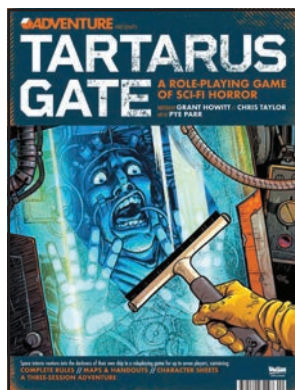


TRICKY TETRA TONGUE TWISTERS

Can you say Which Swiss Wrist Watch 3-times fast? The only Go-Fish with a Twist tongue twister card game series. Laugh as you learn with challenging and hilarious tongue twisters for all ages! 4 unique and fun gameplay variations to develop linguistic skills and improve pronunciation, enunciation, accent, memory, and more. Scheduled to ship in August 2022.

RFU NN009\$9.97

REBELLION UNPLUGGED



ADVENTURE PRESENTS RPG: TARTARUS GATE

In *Tartarus Gate*, writers Grant Howitt & Chris Taylor (*Heart, Spire, Honey Heist*) join artist Pye Parr (*2000 AD, Realm of the Damned*) for a tale of sci-fi horror. It's the year 2130. You are an unpaid intern aboard the transport ship *Charon*, entrusted with shepherding cargo from Earth to the *Tartarus Gate* Waystation. Visual feeds with the lower decks have gone down. Something is moving. You're six months travel from the nearest help. And you really need to impress your employer if you want to be made permanent. Scheduled to ship in July 2022.

RBN 0008\$12.99



SNIPER ELITE - THE BOARD GAME

Based on the multi-million selling videogame series, *Sniper Elite: The Board Game* is a 1-4 player stealth action board game designed by David Thompson (*Undaunted, War Chest*) and Roger Tankersley. One player takes the role of Allied sniper Karl Fairburne, while up to three others control squads of German soldiers trying to strike a balance between defending their base and hunting the sniper down. As the sniper, you will keep your location secret from the other players by tracking your movement on a secret hidden board as you stalk through the shadows towards your objectives. Scheduled to ship in June 2022.

RBN 01000\$59.99



SNIPER ELITE - THE BOARD GAME: EAGLE'S NEST EXPANSION

Allied intelligence has identified two new targets: the infamous Eagle's Nest, holiday retreat for the Axis Elite, and a Heavy Water Plant crucial to enemy efforts to create nuclear weapons of their own. Strikes against these targets would be a decisive blow, and the Allies have some new elite operatives ready for action. *Sniper Elite: Eagle's Nest* introduces a range of new content that can be added individually or combined to expand your games of *Sniper Elite: The Board Game*. This is not a stand alone game. Requires a copy of *Sniper Elite: The Board Game* to play. Scheduled to ship in June 2022.

RBN 01001\$34.99

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the most points. Only
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2-6
players

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NEW!
RELEASE!

STRATEGY

VISCOUNTS OF THE WEST KINGDOM GATES OF GOLD

- New card types for players to add to their decks: King's Orders and Outsiders
- Manuscript Boards for housing transcribed Manuscripts, and unlocking new abilities
- Six Castle Leader cards, and new Building Bonus Cards to add more competition and new strategies

RGS02256

\$35



OCTOBER RELEASE!



NEW!
RELEASE!

STRATEGY

VISCOUNTS OF THE WEST KINGDOM KEEPER OF KEYS

- Thick player boards with slots for housing the new Chest Tiles, which add a new element to the tableau management for players to explore
- Three public Buildings for players to compete over constructing, each with their own unique in-game abilities and bonus rewards
- Mechanisms for players to gain more Hero Townfolk into their deck, providing even more power turns and possible combos

RGS02464

\$35



OCTOBER RELEASE!



NEW!
RELEASE!

STRATEGY

VISCOUNTS OF THE WEST KINGDOM COLLECTOR'S BOX

- Collector's Box that can fit all the contents of the base game, Gates of Gold, Keeper of Keys, and promos!
- Form-fitted plastic tray, works with sleeved cards!
- Includes 12 New Promo Items (4 Outsider Cards, 4 Hero Townfolk Cards, 4 Chest Tiles)

RGS02466

\$30



OCTOBER RELEASE!



NEW!
RELEASE!

STRATEGY

BIRDWATCHER

- Beautiful bird cards illustrated by Lauren Helton, a biologist and scientific illustrator!
- Build your own tableau of bird photographs and publications!
- Play solo or against friends!

RGS02326

\$40

JUNE RELEASE!



NEW!
RELEASE!

STRATEGY

THE HUNGER: HIGH STAKES EXPANSION

- New Threats bring new strategies and excitement to the game.
- Events create unique hunt nights and spawn the threats.
- Powers that fight new dangers like Vampire Hunters and Werewolves, and even other Vampires.
- High Stakes is an expansion for The Hunger. Base game required.

RGS02472

\$30

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NEW!
RELEASE!

ROLE-PLAYING

MY LITTLE PONY ROLEPLAYING GAME

- Create your own unique My Little Pony
- Full rulebook for running your own My Little Pony Roleplaying Game
- One Gamemaster leads the story with a group of players
- Contains introductory adventure for new team

RGS09627

\$55



OCTOBER RELEASE!



NEW!
RELEASE!

ROLE-PLAYING

MY LITTLE PONY ROLEPLAYING GAME DICE SET

- Unique star icon as highest number on each die
- Easily identify your critical successes in the game!
- Includes d2 coin, d4, d6, d8, d10, d12, and 2 d20 dice

RGS02446

\$15



OCTOBER RELEASE!



NEW!
RELEASE!

ROLE-PLAYING

MY LITTLE PONY DICE BAG

- High quality, double-lined fabric dice bag
- Locking drawstring clasp secures your accessories inside the bag
- Soft interior liner keeps dice scratch-free and safe
- Measures 6.25" x 8.5" when flat

RGS02447

\$15



OCTOBER RELEASE!



NEW!
RELEASE!

ROLE-PLAYING

TRANSFORMERS ROLEPLAYING GAME CORE RULEBOOK

- Complete rules for players and Game Masters focused on fun storytelling and epic combat
- Character creation tools, weapons, equipment, vehicles, and villain dossiers
- Combat and exploration information, details of secret bases and special equipment, and tools to get your campaign started

RGS08433

\$55



Q3 RELEASE!



NEW!
RELEASE!

ROLE-PLAYING

TRANSFORMERS ROLEPLAYING GAME CHARACTER JOURNAL

- Expanded character sheet
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages and ribbon bookmark

RGS01101

\$21.99



Q3 RELEASE!



NEW!
RELEASE!

STRATEGY

TRANSFORMERS DECK-BUILDING GAME INFILTRATION PROTOCOL EXPANSION

- Enact the Infiltration Phase Variant, an alternative game mode consisting of the six phases that Decepticons advance through to dominate a world like Earth.
- Adds a one versus many play mode, where 2-3 players take on Sixshot, who changes between six different modes of attack.
- Six new characters and additional cards for the main deck.

RGS02371

\$30



Q3 RELEASE!



RIGHT WRONG GAME CO.

I'M RIGHT YOU'RE WRONG

I'm Right You're Wrong - An ass backwards card game for jerks. Outwit and outlast your opponent(s), by holding onto your hand, and not breaking a rule. The twist is attacking opponents screws you over, not them. It's the only card game where playing your least worst option is your best. Play is similar to other casual games (hand management, elimination, take that). No actual role-play or arguing involved. Scheduled to ship in August 2022.

RGCL IRYWCL.....\$20.00



RIO GRANDE GAMES

SPOTLIGHT ON



DOMINION: SEASIDE EXPANSION

One of these most popular expansions for *Dominion* gets a new edition, 9 new cards (never been published), Replaces 8 cards from the original expansion released in 2010, This is an expansion only! Must own the *Dominion* base game to play.

RGG 621.....\$39.95

DOMINION: SEASIDE EXPANSION UPDATE PACK

An *Update Pack* is also available separately for owners of the first edition. This pack contains only the 9 new cards included in the 2nd edition. Scheduled to ship in June 2022.

RGG 624.....\$14.95



RIVER HORSE

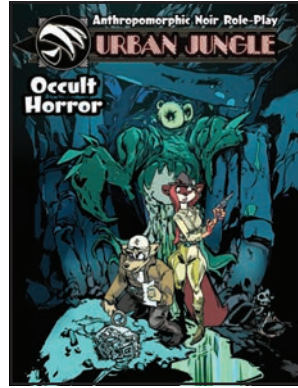


NOLI

Noli is a family-friendly board game based on the fascinating history of the eponymous town. You will find yourself bidding for the services of carpenters, masons, oarsmen, and noble courtiers in order to win the Regata dei Rioni, sell fish, and build the tallest tower. Scheduled to ship in October 2022.

RHL RHNOLI001.....\$50.00

SANGUINE PRODUCTIONS



URBAN JUNGLE RPG: OCCULT HORROR

Occult Horror expands your *Urban Jungle* campaign with the powers of the supernatural. Channel your vital forces to read minds, to heal bodies, to dominate souls, to reach into the great beyond. Learn what secrets lurk in the dark, but whether you are to destroy it or to command it, is a question only you can answer. Put your very soul at risk to channel the dark arts. Or call out to the illimitable void with your pleas for power and for glory... but know that the darkness has its own wants, and such favors come at a heavy price. Scheduled to ship in September 2022.

SGP A002.....\$34.95

SINISTER FISH GAMES



VILLAGERS: SHIFTING SEASONS EXPANSION

Shifting Seasons brings four expansion modules to extend and enhance your games of *Villagers*, plus a new single-player mode! Seasonal Event cards add opportunities for all players but you must plan carefully to maximise their benefit. The Clay suit adds eight new villagers with their own unlocker. Teams can add an extra build or food symbol to your village, at a cost. Seven unique new Special villagers bring powerful abilities to bear, and the Monastery mode is a more relaxed way to experience *Villagers* with one player. Requires the *Villagers* base game, and is compatible with previous expansions. Scheduled to ship in July 2022.

SIF 00036.....\$19.99

SIRIUS DICE

RPG DICE SET (7)

SPOTLIGHT ON



DRAGONFRUIT

SDZ 0015-05.....\$13.00

SPOTLIGHT ON



SEAMOS

SDZ 0015-01.....\$13.00

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PURPLE GLAZE

SDZ 0015-02.....\$13.00

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SHERBET

SDZ 0015-03.....\$13.00

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WATERCOLORS
SDZ 0009-03 \$15.99

TAB CREATIONS

GANJIFA INDIAN PLAYING CARDS
TAB 0002 \$24.99

GANJIFA INDIAN PLAYING CARDS
Ganjifa cards have been around for centuries in India and Persia, but they are relatively new to the West. Ganjifa cards are round playing cards, numbered 1-10 with two face cards: the Raja (King) and the Vizier (Minister). There are 8 suits in the Mughal version which makes 96 cards in all. Ganjifa cards are traditionally hand painted and the rules for games are passed down from one generation to the next. This second printing of Tab Creations Mughal Ganjifa deck includes high quality cards with the rules for seven games total, including four historical and three unique games. Scheduled to ship in September 2022.

ULISSES-SPIELE

TORG ETERNITY RPG
Scheduled to ship in September 2022.

GM SCREEN
ULI US82113 \$24.99



ORRORSH
Orrorsh is the realm of horror. Cultivated and perfected by the Gaunt Man, Orrorsh is without doubt the most dangerous of the invading cosms. The Nightmares of Orrorsh now stalk and prey upon ords and Storm Knights both. Orrorsh invaded India and surrounding countries, spreading like an infection in the Night of Screams. Since then, the realm has barely expanded, but its zones are turning Pure. Now the Hellion Court works towards furthering the Gaunt Mans sinister plot to drain Core Earth of its possibility energy, as he has done to countless cosms before. Corruption tempts those with power and the Gaunt Man is always delighted to turn a hero into a villain.

ULI US82112 \$39.99



ORRORSH - BOOSTER DECK
Upgrade your Cosm and Drama deck with new cards tailored for Orrorsh. Shape your story as a GM and player by incorporating these new cards.

ULI US82116 \$14.99



ORRORSH - DELPHI MISSIONS
Inside you'll find: Eleven different adventures, all set within different parts of Orrorsh. New foes to battle and new challenges to face.

ULI US82115 \$24.99



ORRORSH - GM PACK
Includes all the physical stretch goal items for those who want to order a la carte or get extra copies: Sourcebook and Adventure Cover Art Posters. Orrorsh Zone Map. Gaunt Man Bookmark. Threat Cards. Threat Blips.

ULI US82118 \$24.99



ORRORSH - MAP PACK 1
A sturdy, foldable, 34"x22" dry-erase sheet with two full-color maps (one on each side) designed by Alida Saxon for use with your Orrorsh adventures!

ULI US82120 \$14.99



ORRORSH - MAP PACK 2
A sturdy, foldable, 34"x22" dry-erase sheet with two full-color maps (one on each side) designed by Alida Saxon for use with your Orrorsh adventures!

ULI US82121 \$14.99



ORRORSH - POSSIBILITY TOKENS
Twenty unique Possibility tokens add flavor and style to your game of Torg Eternity. These hefty chips come with full color art from Orrorsh on one side and the Torg Eternity logo on the other.

ULI US82117 \$19.99



A TRIFLING MATTER
Inside you'll find: A massive Seven Act adventure that crosses the different regions of Orrorsh. The dark history of a complex, dangerous member of the Hellion Court. New foes to face and allies to help you in a fight.

ULI US82114 \$34.99



A TRIFLING MATTER - SOUNDTRACK DC
Ralf Kurtseifer and his creative team from the Orkpack label are proud to present this CD, designed especially for Torg Eternity. This audio CD is designed to accompany the adventure A Trifling Matter. While this collection was composed especially for Torg Eternity, we encourage you to use it as background music for other stories, or simply listen to it for your own musical enjoyment. Scheduled to ship in September 2022.

ULI US82119 \$19.99

ULTRA PRO INTERNATIONAL



BOOSTER PACK UV ONE-TOUCH MAGNETIC HOLDER
Scheduled to ship in December 2022.

UPI 15973 PI

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THE BREAKER

Store and break your packs on the go with *The Breaker* from Ultra PRO! The textured leatherette exterior features a strong magnetic closure, built-in breaker area, and wrist strap for easy transport. The smooth leatherette interior holds three Toploader boxes, 150+ Standard 3' x 4' Toploaders, OR thirty 35pt ONE-TOUCH magnetic holders. The perfect all-in-one set up for breaking packs! Scheduled to ship in December 2022.

UPI 15979..... PI



D20 PLUSH DICE BAG - HOT PINK

Scheduled to ship in November 2022.

UPI 16036..... PI

MAGIC THE GATHERING CCG: FIGURINES FROM THE VAULT

Scheduled to ship in December 2022.



HARMONIC SLIVER (VARIANT)

UPI 18998..... PI



MYR

UPI 18854..... PI



PERILOUS MYR (VARIANT)

UPI 18997..... PI



SLIVER

UPI 18855..... PI

MAGIC THE GATHERING CCG: GAMER POUCHES

Scheduled to ship in December 2022.



MYR

UPI 19603..... PI



SLIVER

UPI 19604..... PI

MAGIC THE GATHERING CCG: SECRET LAIR JUNE 2022 PLAYMAT LIVIA PRIMA ARTIST SERIES

Scheduled to ship in July 2022.



AKROMA ANGEL OF WRATH

UPI 19647..... PI



GLISSA SUNSEEKER

UPI 19650..... PI



MIKAEUS THE UNHALLOWED

UPI 19649..... PI



OLIVIA MOBILIZED FOR WAR

UPI 19648..... PI

USAOPOLY

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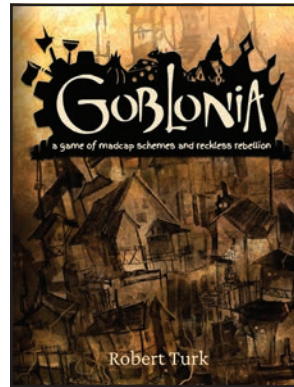


DISNEY SORCERER'S ARENA: EPIC ALLIANCES - EXPANSION 3

Scheduled to ship in October 2022.

USO HB004783..... PI

WICKED CLEVER



GOBLONIA RPG

Be a Goblin! Build Your Crew! SMASH the Faetirarchy! *Goblonia* is a story-focused role-playing game about the hijinks of modern-day goblins pushing back against the rotten, evil Faetirarchy. Set in a ramshackle city, against the backdrop of an absurd war, this is a game of secret rebellion, chaotic missions, underhanded exploits, risky ventures, and random explosions. Your stories are destined to jump off the rails, burst into flames, and crash face first into the gutter. So buckle up and embrace the mayhem! Scheduled to ship in September 2022.

WCL 0601..... \$39.99

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS: 16" TIAMAT PLUSH

Behold the mighty and fearsome Tiamat in all her... cuddly glory? From the lore of *Dungeons & Dragons*, the dragon goddess Tiamat takes the form of an eminently huggable Phunny plush! The necks of all five heads, as well as the wings, are bendable, and she measures 16 inches. (Mention her diminutive size at your own risk.) Made of the softest premium plush materials. Scheduled to ship in November 2022.

WZK 68304..... PI





DUNGEONS & DRAGONS: 3" PLUSH CHARMS - WAVE 2 DISPLAY (24)

From the rich lore of *Dungeons & Dragons*, these 3" plush charms feature famous monsters made miniature and look great attached to anything. Wave 2 includes Demogorgon, Owlbear, Monodrone, and Bulette. Which monster will accompany you on your travels? Roll for initiative and find out! Scheduled to ship in November 2022.

WZK 68318 \$14.99



MONSTER MANUAL

This pack contains 92 acrylic tabs designed to help busy dungeon masters keep track of important creatures like dragons, beholders, and even blank tabs for complete customization. Scheduled to ship in August 2022.

WZK 89202 \$8.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: VECNA PREMIUM STATUE

The all-new Vecna resin statue by WizKids stands at 12 tall and includes intricate details, including the Book of Vile Darkness perched within Vecna's ribcage. Seldom is the name of Vecna spoken except in a hushed voice. Vecna was, in his time, one of the mightiest of all wizards. Through dark magic and conquest, he forged a terrible empire. Scheduled to ship in January 2023.

WZK 96117 \$249.99



PLAYER'S HANDBOOK

This pack contains 168 acrylic tabs designed to help busy adventurers keep track of important sections like Actions in Combat, Feats, and even blank tabs for complete customization. Scheduled to ship in August 2022.

WZK 89200 \$8.99



DUNGEONS & DRAGONS: CLASSIC COLLECTION MONSTERS A-C

D&D Classic Monster Collection A-C is a highly collectable set of pre-painted miniatures that is inspired by iconic monsters from the original *Dungeons & Dragons* Monster Manual. Scheduled to ship in October 2022.

WZK 96182 \$99.99



DUNGEON MASTER'S GUIDE

This pack contains 92 acrylic tabs designed to help busy dungeon masters keep track of important sections like magic items, treasure, and even blank tabs for complete customization.

WZK 89201 \$8.99



DUNGEONS & DRAGONS FANTASY MINIATURES: IDOLS OF THE REALMS 2D DRAGONS OF STORMWRECK ISLE

These 2D minis are an inexpensive way to gain a huge assortment of miniatures and are designed to support the *Dragons of Stormwreck Isle* adventure! Scheduled to ship in August 2022.

WZK 94516 \$14.99

GET THEM NOW!



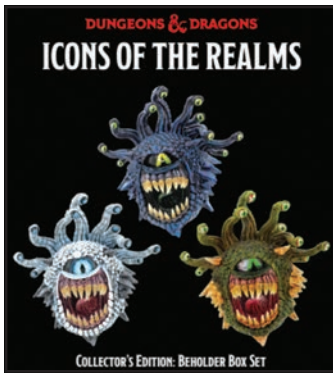
GAMES

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DUNGEONS & DRAGONS: ICONS OF THE REALMS BEHOLDER COLLECTOR'S BOX

This set contains a trio of highly detailed beholder miniatures with premium paint jobs! Featuring paint schemes by Ian Phillip, Kathryn Chodor & Steven! Contents subject to change. Images not final. Scheduled to ship in October 2022.
WZK 96191\$49.99

SPOTLIGHT ON



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Prince of Demons, the Sibilant Beast, and Master of the Spiraling Depths, Demogorgon is the embodiment of chaos, madness, and destruction, seeking to corrupt all that is good and undermine order in the multiverse, to see everything dragged howling into the infinite depths of the Abyss. Scheduled to ship in September 2022.
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The *D&D Icons of the Realms: Dragons of Stormwreck Isle* contains 5 iconic D&D adventurers! This set contains: Paladin, Cleric, Wizard, Fighter, Rogue. Scheduled to ship in September 2022.
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Introducing the first in a new line of exciting D&D miniature products, *D&D Icons of the Realms: Showdown Settings*! Each set includes miniatures, a map and terrain features that will be sure to excite your players! *D&D Icons of the Realms: Showdown Setting - The Temple of Light* has all you need to run a legendary encounter in the upcoming D&D adventure *Spelljammer: Adventures in Space*! Scheduled to ship in October 2022.
WZK 96185\$79.99

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Scheduled to ship in October 2022.
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WZK 90567\$109.99

SPOTLIGHT ON



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WZK 90530\$39.99



SPOTLIGHT ON



FANTASY REALMS: DELUXE EDITION

The *Fantasy Realms* base game was nominated for the 2021 *Kenner Spiel des Jahres*! Bruce Glassco's *Fantasy Realms* is a modern classic, and this new *Deluxe Edition* has updated every card with a sleek, intuitive graphic design. The base game cards have also been updated to include new art from Anthony Cournoyer to match his beloved work on *The Cursed Hoard* expansion, giving the entire game a fresh look! It includes: The original base game with all new art and graphic design! *The Cursed Hoard*, which includes two expansion modules, also with new graphic design! Scheduled to ship in September 2022.
WZK 87537\$34.99



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SFDS-RPG006

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Contains: 1 Guardian Dragon (110mm base),
and a stat card



UNKINDLED HEROES PACK 2

SFDS-RPG007

MSRP: £29.99, €29.95, \$29.95

Contains: 1 Pyromancer (25mm base),
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1 Sorcerer (25mm base), 1 Mercenary (25mm base),
1 Deprived (25mm base), and 6 stat cards

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GRAPHIC NOVELS

IDW PUBLISHING



STAR TREK DS9: TOO LONG A SACRIFICE

Return to DS9 as death casts its shadow on the space station in this murder-mystery. Constable Odo searches for truth amid a web of treachery and lies but everyone on the Promenade has a motive for this murder, be it vengeance, justice, or old-fashioned greed. With the murderer on the loose, the inhabitants of Deep Space 9 start to divide into factions, made even worse when the Ferengi government gets involved. Scheduled to ship in October 2022.
DIA STL164932\$15.99

IMAGE COMICS



FIRE POWER BY KIRKMAN & SAMNEE HARDCOVER BOOK 01

Bestselling series created by Robert Kirkman (*The Walking Dead*, *Invincible*, *Oblivion Song*) and Chris Samnee (*Daredevil*, *Black Widow*)! The one who wields the fire power is destined to save the world, but Owen Johnson has turned his back on that life. He doesn't want the power, he never did. He only wants to raise his family and live his life, but unseen forces are at work to make that impossible. Scheduled to ship in October 2022.
DIA STL212443\$49.99

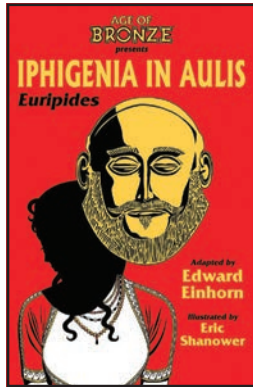
MURDER FALCON DELUXE EDITION HARDCOVER

From superstar creator Daniel Warren Johnson (*Wonder Woman: Dead Earth*, *Extremity*)! The world is under attack by hideous monsters, and Jake's life is falling apart-until he meets Murder Falcon. Murf was sent from The Heavy to destroy all evil, but he can't do it without Jake shredding up a storm. Now, with every chord Jake plays on his guitar, the power of metal fuels Murder Falcon into all-out kung fu fury on those that seek to conquer Earth! Scheduled to ship in October 2022.
DIA STL214855\$29.99



GRIP OF THE KOMBINAT

Two megacorporations wage an eternal tug-of-war for the ruins of our future solar system. Pulp sci-fi adventure, escalating unintended consequences, wry satire, and pure goofery combine in seven potent chapters of comics entertainment to make *Grip Of The Kombinat*, an unholy lovechild of Verhoeven and Asimov. Scheduled to ship in October 2022.
DIA STL221370\$16.99



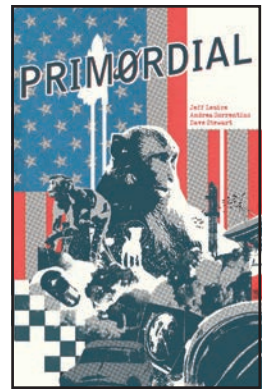
IPHIGENIA IN AULIS

High King Agamemnon faces the most crushing dilemma of his life. Kill his beloved eldest daughter? Or forfeit victory in the Trojan War? A father's secret plot clashes with a girl's romantic dreams in this chilling classic play from Ancient Greece. The most powerful dramatic script by Euripides springs to life anew in a fresh adaptation by writer Edward Einhorn (*Paradox in Oz*, *Fractions in Disguise*, *The Marriage of Alice B. Toklas* by Gertrude Stein) and Eisner Award-winning Age Of Bronze artist Eric Shanower (*Oz* graphic novels, *Little Nemo: Return to Slumberland*). Scheduled to ship in October 2022.
DIA STL214852\$16.99



NITA HAWES NIGHTMARE BLOG V1

From the team of Image's Eisner-nominated series *Killadelphia* comes a terrifying new horror series created by acclaimed Marvel writer Rodney Barnes and fan-favorite Spawn artist Jason Shawn Alexander. Untold evil lurks the streets of Baltimore, Maryland as the demon Corson surfaces from the underworld to possess a man-once-wronged... and his vengeance will come at humanity's despair! As Gods and Demons clash, humanity's fate hangs in the balance! Scheduled to ship in October 2022.
DIA STL219555\$9.99



PRIMORDIAL HARDCOVER

Mind-bending sci-fi and Cold War thriller collide in this 6-issue series by the bestselling, Eisner-winning creative team behind *Gideon Falls*! In 1957, the USSR made history by launching a dog named Laika into Earth's orbit. Two years later, the USA responded with two monkeys, Able and Baker. These animals never returned. But unbeknownst to everyone, they did not die in orbit - they were taken. And now they are coming home. Scheduled to ship in October 2022.
DIA STL214859\$24.99

VIZ



DRAGON BALL SUPER V15

Goku finally manages to activate the complete version of Ultra Instinct, and he's got Moro on the ropes. However, Moro has one more trick up his sleeve. With Moro having stocked Merus's abilities in his severed right hand-including Merus's very own Ultra Instinct-Goku's about to get a taste of his own medicine! Can Goku win against another user of that divine power?! For teen audiences. Scheduled to ship in October 2022.
DIA STL189839\$9.99

POKÉMON ADVENTURES: X Y V2

The mystery of the Mega Evolution begins to unravel-new Pokémon join X and Y and their friends as they face an intensifying battle! Meanwhile, the headquarters of the Mega Evolution family, the Tower of Mastery, is under attack by a mysterious figure in a mechanical suit! Who is the masked marauder named Essentia?! For all ages. Scheduled to ship in October 2022.
DIA STL223765\$9.99



POKÉMON THE MOVIE: SECRETS OF THE JUNGLE - ANOTHER BEGINNING

A human child raised by a Pokémon! Hidden deep in a secret jungle, far from any humans, there is a Pokémon paradise, beautiful and peaceful but governed by strict rules. Ten years ago, the Legendary Pokémon Zarude found the abandoned baby Koko and decided to break the rules, raising him as its own child. Zarude and Koko have been isolated from humans ever since until now. For all ages. Scheduled to ship in October 2022.
DIA STL204996\$9.99

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HERE TO

SLEIGH

Expansion Pack



HERE TO SLEIGH

TET 6981-HS-EXP1 \$15.00 | Available Q3 2022

Dashing through the snow, an expanded Here to Sleigh! In this festive expansion pack for Here to Slay, you'll find new card types, fun holiday artwork, and a brand new win condition! When playing with this expansion, you'll complete objectives and gather Gift cards in your quest to win the game. But watch out, because not every Gift will be exactly what you expect. Good Gifts will get you closer to victory, but Garbage Gifts come with negative effects. The first person to gather three Good Gifts wins the game!

The Here to Sleigh Expansion Pack is for 2-4 players ages 10+ and has a 30-60 minute playtime. It includes 20 standard-sized cards, 22 Gift cards, 4 Holiday Overlay cards, 4 Checklist cards, 10 Checklist clips, and 1 rule book.

This pack is chock full of adorable holiday artwork, new card types, and Holiday Overlay cards that give existing Party Leaders some festive flair and special effects. Whether you are a Gift Bearer or a Gift Bag Bandit, fun and mischief abound as you get into the giving (and getting!) season.

At the beginning of the game, each player selects a Holiday Overlay card to place over the Party Leader of their choice. These cards give Party Leaders brand new effects that will get them holiday-ready and help you get closer to winning the game with the brand new win condition.

Here to Sleigh will hit shelves during Q3 of 2022, so it will be just in time for the upcoming holiday season! Keep reading to learn about the holly jolly new card types and win conditions!



With the Here to Sleigh Expansion Pack, the classic Here to Slay play area gains a new Stockpile, the area in front of you where you'll collect Gift cards throughout the game. The object of the game is to be the first player to add three Good Gifts to your Stockpile. These Gift cards come in two types, Good Gifts and Garbage Gifts. Good Gift cards, like Rudolph's Nose or a pair of Warm Socks, come with benefits that will help you in your quest to get presents. Garbage Gift cards, like the Really Itchy Sweater or Potluck Surprise, bring negative effects.

These new card types come with new actions, so you will be able to Exchange or Regift Gift cards that you get. Regift means you can move a Gift card in your Stockpile to any other player's Stockpile. Exchange means you can move a Gift card in your Stockpile to the bottom of the Gift deck, then add the top card from the Gift deck to your Stockpile.

You'll encounter multiple effects throughout the game on Party Leaders, Item cards, Hero cards, and Gift cards that allow you to Regift or Exchange a Gift card in your Stockpile. Additionally, each time you successfully win a Challenge that you initiated, you may Regift or Exchange a Gift card in your Stockpile. But beware, you can never have more than five Gift cards in your Stockpile. Don't get greedy!

So, how do you get more Gift cards in your Stockpile? You get your Checklist and check it twice, of course! The Checklist is a list of objectives you must complete in order to add Gift cards to your Stockpile. If you add a Good Gift card to your Stockpile by achieving one of the objectives listed, you place a Checklist clip next to the completed objective on the Checklist card. However, you will not place a clip next to the objective if you add a Garbage Gift card to your Stockpile—that space will stay open so you can collect a Good Gift. If you complete an objective that already has a clip next to it on your Checklist card, you may not add an additional Gift card to your Stockpile.



This expansion pack also comes with 12 new Hero cards! Gift Bearer the Fighter is ready to battle for presents while Fireplace Fugitive the Thief is content with swiping their stash. Snow Slinger the Guardian isn't afraid to launch a few snowballs to defend their goods, and Prancer the Ranger will dance across snowdrifts to find some gifts. Of course, Christmas Carol the Bard will provide the musical entertainment and yuletide spirit. You'll also be getting two new Item cards, Milk and Cookies and Freshly Sharpened Skates, which allow you to Exchange a Gift card under certain circumstances.

Looking for more holiday fun? You can deck the halls with Unicorn folly in the Unstable Unicorns Christmas Special Expansion Pack! Go caroling, build a Snowmancorn, or polish off an entire box of candy canes by yourself. Whatever you do, remember to Jingle All the Neigh! (No really, that's the festive Neigh card.)



This pack includes new Characters cards, Magic cards, Upgrade cards, and Downgrade cards. The Unstable Unicorns Christmas Special Expansion Pack pairs with the Unstable Unicorns Base Game, is for 2-8 players ages 8+, and has a 30-60 minute playtime.

This Unstable Unicorns expansion pack is full of merry puns, with new Magical Unicorn cards like Mariah Karaokecorn, Fa La Llamacorn, and Nutcrackercorn. If you're not feeling full of Christmas cheer, you can still whip out a Neigh card to stop another player in their tracks. Sabotage other players with Downgrade cards like Humbug and Uneaten Fruitcake, and use new Magic cards like the delicious Nog Wild card.

Add Here to Sleigh and the Unstable Unicorns Christmas Special to your game shelf and you won't have a single dull moment this holiday season!

WHAT IS UNSTABLE GAMES?

We launched our first game, Unstable Unicorns, in 2017, and have been obsessed with making games ever since. All of our games are created by a team of in-house game developers and artists who pride themselves on making games that walk the line between adorable and diabolical. Keep an eye out for jokes and Easter eggs as you play, and you may find some delightful details.

While our games can be brutal and vicious, we actually create them to bring people together. After all, the strongest friendships begin with good old-fashioned power struggles during game night. Our games are created to be accessible and easy to learn for new players, but complex enough to keep seasoned veterans intrigued for years to come.



DC HEROCLIX BATMAN TEAM UP WIZKIDS

DC COMICS HEROCLIX: BATMAN TEAM-UP BOOSTER BRICK
WZK 84013 \$169.99 | Available December 2022!

DC COMICS HEROCLIX: BATMAN TEAM-UP MINIATURES GAME
WZK 84015 \$69.99 | Available December 2022!

DC COMICS HEROCLIX: BATMAN TEAM-UP DICE & TOKEN PACK
WZK 84018 \$14.99 | Available December 2022!

DC COMICS HEROCLIX: BATMAN TEAM-UP PLAY AT HOME KIT
WZK 84016 \$19.99 | Available December 2022!

The DC Comics portfolio contains an incredibly rich collection of characters and lore that has captivated fans for generations. Classic heroes such as Batman, Wonder Woman, and Superman have seen epic battles against such notorious criminals as The Joker, Penguin, and Scarecrow. Sometimes even superheroes need a bit of assistance, especially when untangling the webs of evil masterminds. Drawing inspiration from some of the most famous — and silly — cohorts that have ever crossed paths with Batman, *DC Comics HeroClix: Batman Team-Up* is a delight for seasoned tactical players and novice sleuths alike. In addition to the return of Constructs, this set introduces brand new Mystery Cards to the game, which offer a thematic investigative flair. A vibrant cast of characters including the Mystery Inc. gang, Doom Patrol, Lantern Corps, and *Teen Titans Go!* round out this incredible set that is a worthy addition to any collection. Many of these characters are making their debut atop the classic *HeroClix* base, including the charmingly controversial Scrappy-Doo!



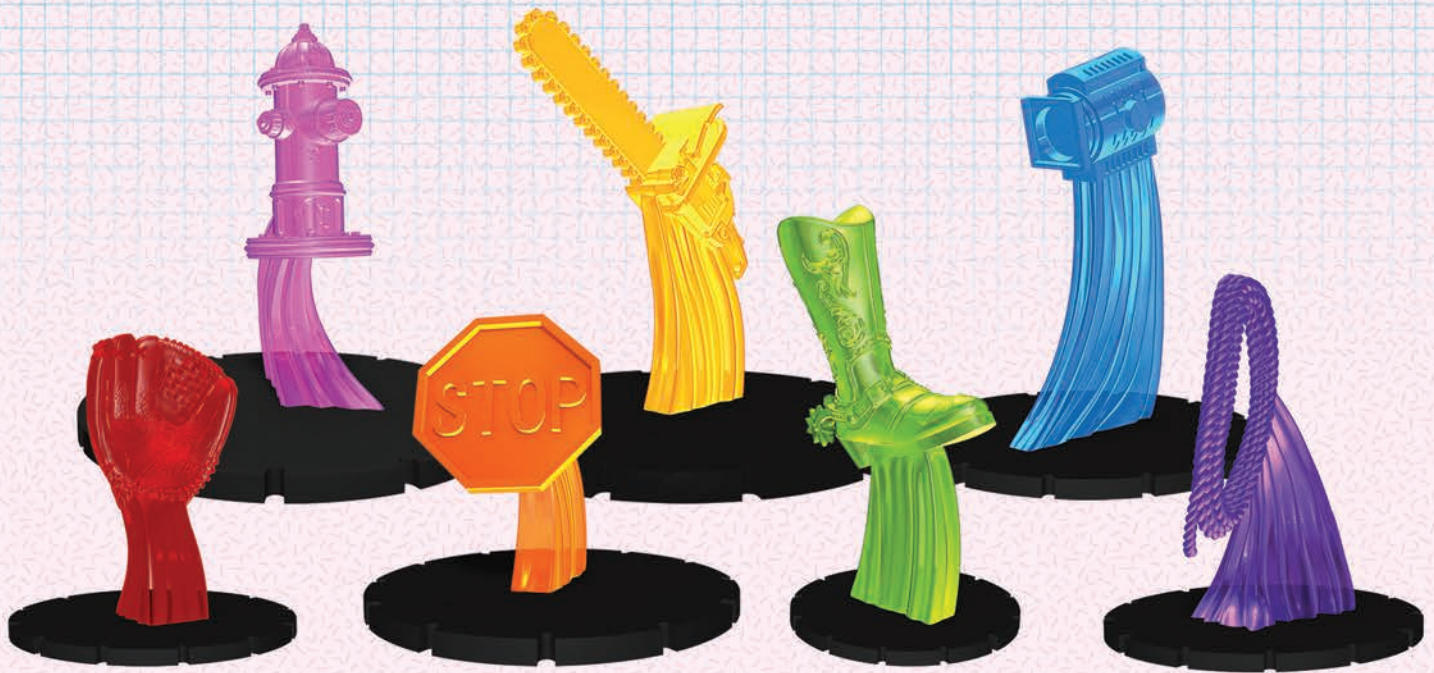
ELEMENTARY: THE BASICS OF MYSTERY CARDS

One of the most exciting features of *DC Comics HeroClix: Batman Team-Up* is the addition of Mystery Cards, which add both thematic elements and opportunity for varied gameplay. Each Mystery Card is cleverly designed to resemble a case file. Players earn Clue tokens by meeting the criteria featured on the card. These conditions could include board positioning, combat style, or other game combos players might achieve on their turn. Each Mystery Card also includes a series of in-game perks that are unlocked as more Clue tokens are accumulated. The potential for a touch of narrative-driven gameplay is an exciting prospect for casual players especially, who might look to deviate from standard competitive play and have enjoyed the scenarios included in the various *HeroClix* miniatures games and starter sets. The Mystery Inc. gang and *Teen Titans Go!* heavily integrate Mystery Cards into their playstyle.

SPICING UP GAMEPLAY

Previously a rarity, Mission Point-focused teams could see increased viability, even at the competitive level. Mission Points provide a different path to victory by rewarding players for meeting certain in-game conditions versus achieving standard combat knock





outs. Peacemaker, from the extended DC Universe, is featured in *DC Comics HeroClix: Batman Team-Up* with special abilities centered around Mission Points. The Riddler returns via Legacy Card in a thematically rich way, using Puzzled tokens and the Perplex power to gain Mission Points.

has amassed a loyal core fanbase that excels at competitive play. As a new generation is introduced to HeroClix, expanding the elements of the game is crucial to providing a fulfilling gameplay experience for everyone involved. Invoking the spirit and nostalgia of classic Saturday morning cartoons, *DC Comics HeroClix: Batman Team-Up* exudes a fun, friendly, and familiar energy that can appeal to a multigenerational audience.



As mentioned previously, this set brings back Constructs, which were first introduced in the *DC Comics HeroClix: Wonder Woman 80th Anniversary* set. Characters equipped with a Lantern Ring can take an action to generate a Construct of a matching color. (Green Lanterns generate green Constructs, Red Lanterns generate Red Constructs, etc.) Previously available in only one color, this set includes each of the seven featured Constructs in all seven lantern colors. Fan favorite Lantern characters covering the entire spectrum will be featured in this set as well.

CALLING ALL PLAYERS!

The breadth of content featured in this set is a perfect way to engage new players in the world of *HeroClix*, which is celebrating its twentieth birthday this year. Over the last two decades, the game



HeroClix has long delved fervently into comic lore, and this set offers some of the best deep-cuts from the pages as well as the screen. The bright colors and exuberant personalities of the members of *Teen Titans Go!* hit the table for the first time in HeroClix form. The meddling kids from Mystery Inc. can help solve mysteries and battle it out with some of the greatest heroes and villains of all time. These animated classics share the spotlight with comic staples such as Doom Patrol and Lantern Corps. This set is a quintessential embodiment of the sentiment, "There's something for everyone to enjoy!" and serves as the perfect entry point for new players.

...

EXIT THE GAME

TURNS FIVE!



EXIT: THE ABANDONED CABIN

TAK 692681 \$14.95 | Available Now!

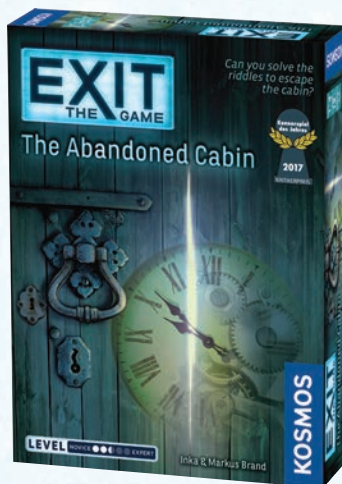
What started as one couple's love of escape rooms evolved into an award-winning tabletop game series with global renown.



Germany-based game designers Inka and Markus Brand went to their first escape room in December 2014 with their family. From there, they worked closely with their editors at Kosmos to develop the first titles in a line of at-home escape room games called *EXIT: The Game*. Within three months of their release, the first three games in the series sold 100,000 copies. Five years and over thirty titles

later, that number has soared to over 16 million copies worldwide.

The Brands cite their first game, *EXIT: The Abandoned Cabin*, as the hardest *EXIT* game to create because they had to develop how an at-home escape room game would work. *EXIT* games differ from a traditional escape room, not only because you can play them from the comfort of your own home, but because you play them without a game master leading you along.



The first *EXIT* games follow a conventional escape room storyline: players are trapped in a physical location and need to escape. Starting with *EXIT: Dead Man on the Orient Express* in 2018, occasional titles started to diverge from this format to include storylines that task players with solving a mystery or completing an important adventure.



In 2021, the Brands once again pushed the idea of what an escape room game could be and introduced variations that include jigsaw puzzles. Normally, an *EXIT* game uses the combination of riddle cards, a decoder disk, a rule book, and a couple of extra components to lead a player on a problem-solving journey. But, in titles like *EXIT: The Sacred Temple* and this year's new release *EXIT: Nightfall Manor*, players piece together and examine four 88-piece jigsaw puzzles that they use in conjunction with the typical *EXIT* decoder disk to find important clues that help solve the game.



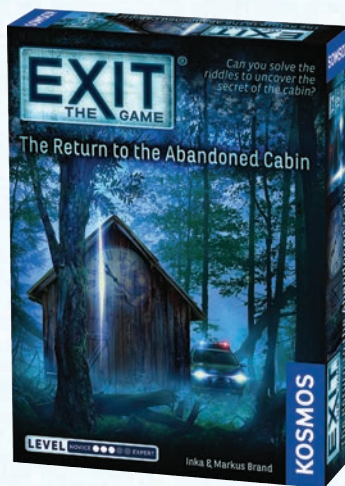
The fifth anniversary also marks the release of the first licensed *EXIT* game! Fans of the beloved *Lord of the Rings* franchise may find their way to *EXIT* this year (if they haven't already!) with the addition of *EXIT: The Lord of the Rings – Shadows Over Middle-earth*. In it, players take on the role of hobbits tasked with helping the Fellowship by solving a series of different puzzles that feature fan-favorite characters like Gandalf and incorporate the world and lore of Middle-earth. This game was purposely designed to be easy enough that people who have never played *EXIT* before can have an entry point, while not being too simple for seasoned *EXIT* fans. Similarly, the game features iconic locations and lore from J.R.R. Tolkien's beloved series while still being solvable by those who have never read the books or seen the movies, no Silmarillion needed.



This year *EXIT* fans will also be able to incorporate the series into their winter holiday celebrations with the release of two *EXIT* advent calendars, due later this summer. *EXIT* games are typically designed to be played in one session (or two, if you get really stumped), but the advent calendars challenge players with a new riddle each day that takes about fifteen minutes to solve. Each calendar has a different storyline: In *The Mystery of the Ice Cave*, players need to escape from



a snowy cave, and in *The Hunt for the Golden Book*, players must find Santa's book of Christmas wishes before the big day!



stopping, *EXIT* fans can expect new and exciting riddles, puzzles, and themes that continue to delight, astound, and perplex (in the best way!) for years to come.

Gen Con attendees: Stop by the Kosmos booth (#2455) to check out the *EXIT* Series and to be able to purchase many of the titles featured in this article including *EXIT: Lord of the Rings*

Lastly, in celebration of five years of *EXIT* in the US, the Brands revisit the game that started it all with the release of *EXIT: The Return to the Abandoned Cabin*, the first-ever *EXIT* sequel. This game is a return to the classic *EXIT* format and features everything that has made the series so great throughout the years: riddles, suspense, and a great theme. While it's not necessary to play the original game (*EXIT: The Abandoned Cabin*), this follow-up resumes the story of Dr. Arthur Funbeq, owner of the infamous cabin in the woods that players escaped from five years ago.

EXIT: The Game is a leader in the at-home escape room game genre. It was one of the very first tabletop escape room experiences available when it debuted in the US and has developed a massive global following. With storylines that vary from being trapped in an enchanted forest with fairytale creatures to solving a robbery on a steamboat traveling the Mississippi, there is an *EXIT* game for everyone. As the series grows and the Brands show no signs of



Court Sakmar is a marketing coordinator at Thames and Kosmos. She is a long-time board game enthusiast and especially enjoys asymmetrical strategy games and fun dice.



WANTED: BOLD ADVENTURERS!



**WARHAMMER FANTASY RPG: ENEMY WITHIN
CAMPAIGN DIRECTOR'S CUT - VOL. 1: ENEMY IN SHADOWS**
CB7 2406..... \$39.99 | Available Now!

Warhammer Fantasy Roleplay (WFRP) first appeared in 1986 and quickly established itself as an essential roleplaying experience thanks, in large part, to the quality of an epic campaign: *The Enemy Within*.

A momentous campaign, it introduced players to the Empire, a troubled realm full of infighting and intrigue. Added were several familiar fantastical threats, but given fresh twists that elevate their presence above mere obstacles to be vanquished.

Whilst being a classic tale of derring-do, it subverted expectations — rather than searching for rich rewards the party are reduced to scouring the sewers in the hope of earning enough for their next meal, slowly realising they have become the unwitting associates of a shadowy and devious group...

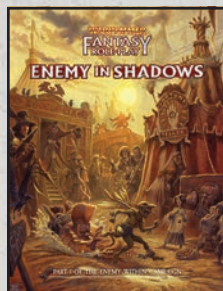
A FRESH LOOK AT A CAMPAIGN THAT INSPIRED A GENERATION OF GAMERS

In 2018, Cubicle 7 released the *Core Rulebook* for Warhammer Fantasy Roleplay 4th Edition (CB7 2400), followed by the *Starter Set* (CB72401), *GM Screen* (CB7 2404) and numerous others in subsequent years.

In 2022, Cubicle 7 completed their much anticipated revision of *The Enemy Within*, bringing the rules in line with the 4th Edition of WFRP and providing a thrilling new conclusion. Stretching over five adventures, this *Director's Cut* (produced in close collaboration with Graeme Davis, who wrote much of the original) consists of ten hardback books, five of which describe the events of the campaign, and five Companions crammed with additional material, new subplots, characters, and more!

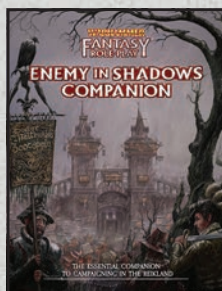
All five volumes (ten books) are now available in print, in both standard and gorgeous slipcase collectors editions!

THE ENEMY WITHIN - BREAKING DOWN EACH VOLUME



Enemy in Shadows (CB7 2406): Launching straight into the action, our characters join an expedition organised by the son of an Elector Count only to find themselves side-tracked into a paranoid escapade: attempting heroics at a bustling spring festival, where they discover that all is not as it seems in the market town of Bögenhafen.

Enemy in Shadows Companion (CB7 2407): Providing supplementary material to help add flourishes to *Enemy in Shadows*, this includes information on the Empire, detailing the nation's Grand Provinces and Electors, journeying on its dangerous roads, a



**WARHAMMER FANTASY RPG: ENEMY WITHIN
CAMPAIGN DIRECTOR'S CUT - VOL. 4 THE HORNE RAT**
CB7 2417..... \$39.99 | Available Now!

discussion of the Pandemonium Carnival, and a melodramatic WFRP scenario in the form of *The Affair of the Hidden Jewel*.



Death on the Reik (CB7 2410): Escaping Bögenhafen alive, the Characters find themselves adrift. A trail of coincidences leads them to the River Reik, uncovering evidence of historic crimes, sinister plans, and poisonous legacies. They risk confrontations with Goblins, Skaven, Ghouls, and Witches before a tragic showdown with the scions of an aristocratic house.



The Death on the Reik Companion (CB7 2411): *Death on the Reik* provides the opportunity not only to chase adventure, but to get rich whilst doing so! The Companion gives all the rules needed to trade goods on the river, as well as information on the followers of Tzeentch, useful herbs that can be found in the Empire, a host of Characters who can be encountered by the river, and details of monsters that lurk beneath the waters.



Power Behind the Throne (CB7 2413): After *Death on the Reik*, the Characters are in possession of several leads pointing to Middenheim's yearly carnival, an event that makes Bögenhafen's spring fair pale in comparison. Behind the festivities corruption threatens to undo one of the Empire's most powerful families. If the Characters save the day, they will have earned the patronage of some important people.

The Power Behind the Throne Companion (CB7 2414): Whilst information on Middenheim's high society is provided in *Power*

Behind the Throne the Companion gives detail on a pivotal event: the Graf's Garden Party. Several important NPCs are further examined, providing useful leads to groups struggling with the complex intrigue. Classic WFRP scenarios, such as *The Ritual*, are also given a fresh presentation.



The Empire in Ruins Companion (CB7 2421): As the Empire devolves into civil strife, many factions make a bid for greatness. The Companion details the Nordland Separatist movement (seeking to escape Middenheim rule), the Imperial Ostlanders (who keep the borders of the nation safe), and the Madcrav Clan (who want only mayhem). Two scenarios, *The Siege* and *The Bigger They Are*, provide further complexity to the adventure. Insights into the factions of the Purple Hand and their competing goals gives GMs ideas for alternative endings, and the Chaos that may engulf the Empire as a result.



The Horned Rat (CB7 2417): While the Characters have been dogged by mysterious assailants and hidden threats, *The Horned Rat* lets them turn the tables — revealing a deadly foe with plans to leave the Empire in ruins. The Characters will have to work quickly to uncover their plot, and convince their friends at court to take the peril seriously.



WILL YOU JOIN THE ACTION?

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The Horned Rat Companion (CB7 2418): The Companion provides a closer look at the Skaven — their society, war machines, and magic. Their major clans are described, with ideas for how different Skaven factions might help or hinder the party. Classic WFRP scenarios *With a Little Help from my Friends* and *Horror in the Darkness* are updated.



Empire in Ruins (CB7 2420): A reimagined conclusion, the campaign reaches its climax as tense negotiations between rival Empire factions begin to fall apart and the Characters are trusted to recover an icon of Imperial unity and heal the rifts between the warring provinces. The Characters will need all their power, luck, and skill as the enemy moves to enact its final plan.



For more, *Middenheim: City of the White Wolf* (CB7 2416) makes an excellent supplement for those intending to run *Power Behind the Throne* (part three of the campaign). *Aldorf: Crown of the Empire* (CB7 2423) contains enough plot hooks and interesting locations to take your adventures even further!

See cubicle7games.com for more.

...

Dave Allen has worked with Games Workshop and Fantasy Flight Games, and now develops Warhammer Fantasy Roleplay for Cubicle 7. He lives by the sea, and his ambition is to keep one of each species of crab as a pet. (He got up to 11 once, but they ate each other.) He plays guitar and can do two tricks on a stunt yo-yo.



WILD KRATTS ENDANGERED WILDS GAME! (RDG WK01)

From Rather Dashing Games, reviewed by Eric Steiger

 5 & Up	 2 - 4 Players
 20 - 30 Minutes	 \$24.99

I have to start this review by disclosing that my six-year-old is a HUGE *Wild Kratts* fan and has been watching the show since before he could talk. So, when I saw that Rather Dashing Games was going to have copies of the *Wild Kratts Endangered Wildlife* game at *Origins*, which I was attending with my family, I knew I would be going home with one no matter how it played.

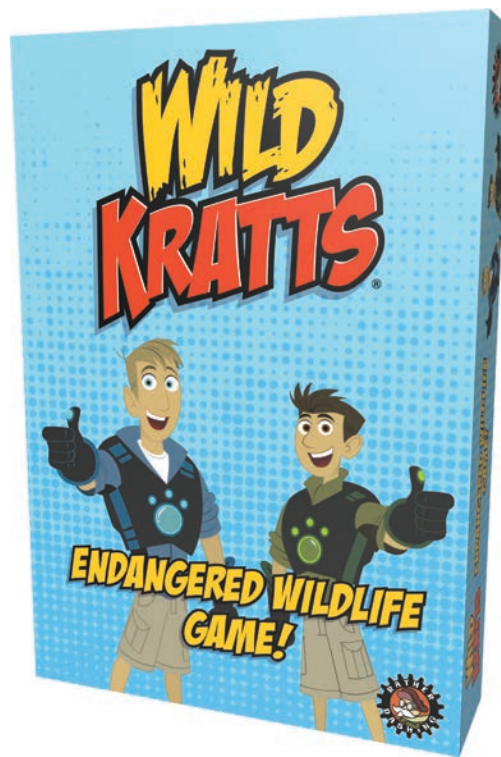
Fortunately, when my son charged full-speed at their booth upon seeing the giant *Wild Kratts* sign, he crashed into Jerome (that guy in the picture at the front of this magazine - no, not Igor from *Dark Tower*; the **other** guy), who introduced us to the Rather Dashing folks, who in turn generously handed me a review copy there & then. Even more fortunately...it's a good game. Maybe I shouldn't have been as surprised as I was, but...well, we'll get to that at the end.

The *Wild Kratts Endangered Wildlife* game is a tile-laying and territory control game in the same mold as *Carcassonne*, but conveniently scaled in complexity to be accessible to its young target audience. You play as one of 4 characters from the show (Martin, Chris, Aviva, or Koki), and take the 6 Creature Power® discs belonging to your character. You also get 3 Habitat Tiles, which will likely each have some combination of 4 of 6 different endangered animals on them (I say "likely" because there is one tile for each animal that only has one on it). Starting with the Tortuga ship in play, you will take turns adding tiles to the table and building Habitats for these 6 animals.



On your turn, you place one of your 3 tiles fully adjacent (no caddy-corners) to an existing tile on the board, then use its special ability (if it has one), followed by optionally playing a Creature Power® disc. Special abilities allow you to move one of your discs already in play, rotate another tile, or swap the locations of 2 other tiles on the board. When you play a disc (which doesn't have to be on the tile you just played), you are claiming a Habitat of a particular species, which means you will score for each copy of that animal connected to the disc you placed.

Additionally, placing a disc on a tile "locks" it down, preventing that tile from being rotated or swapped by a future player's tile. Naturally, you can't claim a Habitat that someone else has already claimed. In a unique and cute twist, discs don't need to be placed on a single tile; they can span 1, 2, or 4 tiles, depending on how many you want to lock down versus leave open to potentially create



a bigger Habitat later. At the end of your turn, you draw a new tile from the stack. The game ends when everybody runs out of tiles and there are no more remaining in the stack. Players score 1 point for each animal in their claimed Habitats (i.e., contiguous region of the same species).

As territory and area-control games go, there isn't any new ground broken here (which is good, because breaking ground is bad for the environment), but odds are good you aren't buying it looking for the Next Big Euro. You want a game you can play with the young *Wild Kratts* fan in your life, that they'll be excited about, and this one delivers, while still being more interesting than the usual memory clones or roll & moves that make up most licensed properties. Wisely, Rather Dashing has also made the game scalable in complexity, with variations intended for younger, and much younger, players, than the full game is meant for. Depending upon how simple you choose to get, I would say you can probably play this with children as young as 4.

The pragmatist in me always asks, when looking at a children's board game based off of a licensed property, "is this board game going to make a child or the parent playing with them hate board games?", and far too often, the answer is "Yes." It's always refreshing to come across one that is actually well-designed, reflects well upon the licensor, and most importantly, plays well with both children and adults. The *Wild Kratts Endangered Wildlife* game delivers. It's one of the few children's games based on a television show about which I can say that, and I'm glad for it.

Eric is your friend, and friends wouldn't let you play bad games.



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SQUID INC. (WZK 87556)

From WizKids/NECA, reviewed by Isaac Kaufeld

 14 & Up	 2 - 4 Players
 60 Minutes	 \$34.99

19,997 leagues under the sea, a company by the name of Squid Inc. is restructuring, and you have just been called to help them. Can you become a whale of industry in the organization by hiring the right candidates, throwing others to the wayside, and growing your stash of clout? By the end of the day, will you float to the top? Or will you swim with the rest of the fishes in the unemployment line?

Squid Inc., the newest release from WizKids, challenges players to hire, fire, and “restructure” fortunate (or unfortunate) fish throughout the company. Stand on giant’s shoulders and use the power of your employees’ clout to swim all the way to the top and become the big fish!

WHAT HAPPENS IN A TURN?

Each turn, four things happen. First, a player picks a fish from the unemployment line, and then decides whether to move them to their mailroom or dismiss them to earn a little Clout. A fish that lands in the mailroom can move into the company if they have enough Clout, that’s the third step. Each fish has a dedicated Clout value that indicates the cost of their ability, as well as how much it takes to get them out of the mailroom. Finally, after dismissing or claiming a new fish, the player moves any eligible fish into the company, and uses any abilities they can.

Fish in the company still have to collect Clout to be useful, as they have to use Clout to use their unique (or not so unique) ability.

WHAT STUCK OUT?

Squid Inc. has a laser focus on attempting to promote your fish to the top of the company. The only hitch is that a fish cannot promote themselves, they need the help of another fish in the company to make it to the top. Collect fish that help with promotions, and good things will come.

Another interesting system has to do with the Security Guards, a set of fish that no player can ever control, they are only loyal to the company. They serve to fill space in the company, as well as making it a bit harder for any fish to make their way up. As more employee

cards are flipped, more security guards join the company and speed up the race to game end.

The last thing that struck me was how easy it was to pick *Squid Inc.* up and immediately start playing. The instructions were incredibly easy to understand, and setup was just as simple. We were able to open the box and start the first round in minutes.

WHAT ABOUT THE STRATEGY?

It seems that any strategy you can use depends entirely on what fish you are dealt. *Squid Inc.* is quite luck-based, and so the actions you can take depend heavily on what fish are on the board. If you only have access to low Clout fish on your turn, then you simply won’t be able to do anything for a while.

On a happier note, the abilities of each fish spice up the gameplay immensely, in a screw-your-neighbor fashion. These abilities vary widely, from simply allowing you to promote another fish to taking someone else’s fish from their mailroom and putting it immediately in the company under your control.

ALL THAT’S GREAT, BUT HOW DO YOU WIN?

The game ends when the entire company is filled with fish and the deck of new recruits has been emptied. From there, each player adds up all their clout, and whoever has the most wins the game! Each fish has a Clout value, and any given fish is worth that many points at the end of the game. In addition to that, the farther up in the company your fish are, the greater a multiplier of clout they gain. Make it all the way to the top of the food chain and that fish will net you seven times their Clout value.

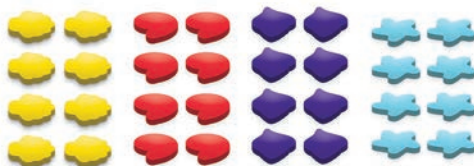
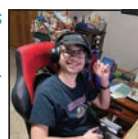
IS THE GAME A WINNER?

While I don’t really like the screw-your-neighbor elements, I can look past them in favor of the unique combinations that your employees can bring to life. Additionally, the Clout system keeps drawing me back in, even if it can be a bit clunky at times. If you prefer a more cutthroat game experience, *Squid Inc.* is for you. Learn what to look for in an employee, collect a wide range of staff, enjoy the fish puns, pick up

a leader, and work your way to the top in *Squid Inc.*

...

Isaac Kaufeld divides his time between video games and board games, with a little chain maille on the side. He has been playing games for as long as he remembers, and he intends to keep it that way.



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At A Glance: Number of Players: 2
Ages: 14+
Time to Play: 20-40 min.
MSRP: \$25.00 USD

Watch the Trailer at [ROXLEY.COM/RADLANDS](https://roxley.com/radlands)



STAR WARS VILLAINOUS: POWER OF THE DARK SIDE (RVN 60001946)

From Ravensburger, reviewed by Brian Herman

 10 & Up	 2 - 4 Players
 50 Minutes	 PI



Dear reader, I must ask: Is there a single image and sound more ominous and representative of villainy than that of a red lightsaber igniting? When Darth Vader first appeared onscreen in *A New Hope* in 1977, audiences knew beyond the shadow of a doubt that here was a true nemesis, a proper villain. It's with this in mind that Ravensburger has delved into the Dark Side of the Force for the latest foray into the *Villainous* franchise with *Star Wars Villainous: Power of the Dark Side*. Come with me, dear reader, and step into the role of an evil lightsaber wielding bad guy to vanquish hope and rebellion in a galaxy far, far away.

If you haven't played a single entry in the *Villainous* universe, well, my first question would be "Why not?" Bad guys have all the fun, and they dress better than the heroes. In the event this is the case, let me give you the quick and skinny as to the basic game setup. Each player picks a villain, complete with gameboard, deck of cards, mini, and a tailored individual goal. Then each player takes turns moving to locations on his own gameboard building resources and trying to accomplish his goal while trying to interrupt the plans of his fellow bad guys. The balance of trying to do something specific while fending off an opponents' disruption is at the core of *Villainous*. Being a bad guy is tough work sometimes, you've got to be adaptable.



Star Wars Villainous: Power of the Dark Side adds a couple new mechanics to the tried-and-true formula of its game engine. The first is a new currency called: Ambition. Some cards and game effects can't be bought with credits, but rather a darker, more sinister power. At the beginning of every turn, your villain gains one Ambition token, which is collected with a new kind of token and placed in a separate pile from credits. Certain cards have an ambition symbol with a number printed inside it and to play that card you must pay ambition tokens rather than credits. Other cards may have triggered powers that can occur by spending Ambition as well. This is done through a new symbol on certain sections on player's sector boards, allowing a player to either pay Ambition to play an Ambition card or to activate a triggered effect.

The second new mechanic is "Deep Space," which is represented by fifth location on each player's sector board which is blank. Certain cards have the "vehicle" subtype which are only played in the "Deep Space" section of the board and then create that fifth location a player can go to, complete with a special ability that triggers on moving there as well as symbols that can be triggered same as any

other space. Some Fate cards will plant vehicles to a player board as well, which then creates one of a couple situations. If a Hero vehicle is in play without a Villain vehicle to oppose it, that player reduces his hand size by one. If both a Hero and Villain vehicle occupy Deep Space they are engaged, and the Hero vehicle covers the symbols of the Villain vehicle, but not the special ability. You can trigger a "Vanquish" action to take out the Hero vehicle, at the cost of your own.

What really makes any *Villainous* game is the characters, however. *Power of the Dark Side* has five unique bad guys each with their own special goal and mechanics. Kylo Ren must move tokens on a separate board to commit to the Dark Side fully, while General Grievous must fight enough Jedi to collect eight different lightsabers. As with all Ravensburger games, the commitment to flavor and authenticity are paramount and represented in a unique and compelling way. Darth Vader feels like you're playing Darth Vader, trying to bring Luke to the Emperor and keep him demoralized with the goal to turn him to the Dark Side of the Force. Each villain is both unique and competitive, and not a single one feels overpowered or a must play while being true to flavor.

I have never met a *Villainous* game I didn't like, and *Power of the Dark Side* is no exception to this. From the twist on the core game mechanics, to the excellent production values, to competitive gameplay from all characters, this is one dark horse that you can bet on.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





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VAESEN NORDIC HORROR RPG HARDCOVER (FLF VASO1)

From Free League Publishing, reviewed by Thomas Riccardi



14 & Up



2 - 6 Players



30 - 90 Minutes



\$49.99

It is the nineteenth century and while some people find solace in big cities and towns those are few and far between. The wilds of Scandinavia are inhabited with all sorts of creatures of myth and legend. These creatures go by many names, but they are collectively referred to as Vaesen. Will you be able to survive the wilds and the creatures that inhabit it, or will you fall at the hands of these sinister beasts? This is the setting of the latest offering from Free League Publishing entitled *Vaesen*.

Before you can embark in the wilds and explore the world of the *Vaesen* you will need to create a character and there are two ways that you can do this. The first is to pick from one of the ten archetypes that are included in the book. You can play as a doctor, occultist or a hunter and the next step is to choose your age and name of your character. Your character's age is important as this will determine how many skill and attribute points you will have to spend. Each of the attributes has a value ranging from two to four (with the exception of a main attribute that can be raised to five). Skills are the knowledge that your character has attained along his path and at the beginning of the game no skill can have more than a value of two (with the exception of a main skill that can be raised to three). After that you can choose a talent, trauma and dark secret along with rolling for mementos, choosing equipment and figuring out how you are related to the other characters. The other way to create characters is by letting the dice decide your fate as it will not only determine your class but your upbringing as well. This makes for a more fleshed-out character instead of choosing a pre-created archetype and will give you a more concrete backstory that you can use in the game.



As the characters progress through the game, their skills will be put to the test; skills are coordinated with attributes which determines many dice to roll for any tests. Even if you have a zero in a skill you can still roll your corresponding attribute to get at least a chance to

succeed. The gamemaster will assign a difficulty of the action the player is trying to pull off and that can range from 1-3 (from normal to difficult). You are looking to roll a six on the dice and if you do not, it is considered a failure. However, you can choose to "push" the roll

but there is a cost. If you choose to do so you will suffer a condition (physical for physique or precision mental for logic or empathy.)

This system is also used for combat; opposed rolls are used by the gamemaster for the enemies and multiple successes allow you to deal more damage in combat. There is the danger your character may suffer either physical or mental injury, and these injuries will last the rest of the mystery. However, some of these can actually be a benefit to you as well, only lasting from a few rounds to a few days.

The people who have the ability to see these *Vaesen* are known as the Society, and there are rules for setting up your own chapter with various facilities that your players will need. From rooms that will give the characters clues to others that will give them resources that will prove useful these facilities have a cost.

Each of the *Vaesen* that are included in the book go into detail regarding their characteristics, along with the ritual that is needed to banish them. There are also examples of conflicts which serve as adventure hooks for players. Whether it is a local official that has come back from the dead to seek vengeance on those who killed him, or a creature that lures its prey in order to drown them. This book is also wonderfully illustrated with some amazing and terrifying images that you will discover throughout its pages.



If you want a unique fantasy setting to spring

upon your players with fast-paced rules and wondrous creatures, then you need to check out *Vaesen*. This is definitely a change from the more traditional sword and sorcery-type fantasy adventure. For more information on this and other games head on over to <https://freeleaguepublishing.com/> and get ready to explore the wilds of Scandinavia.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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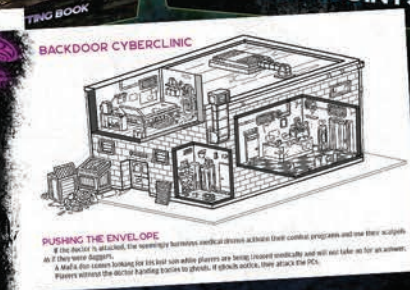
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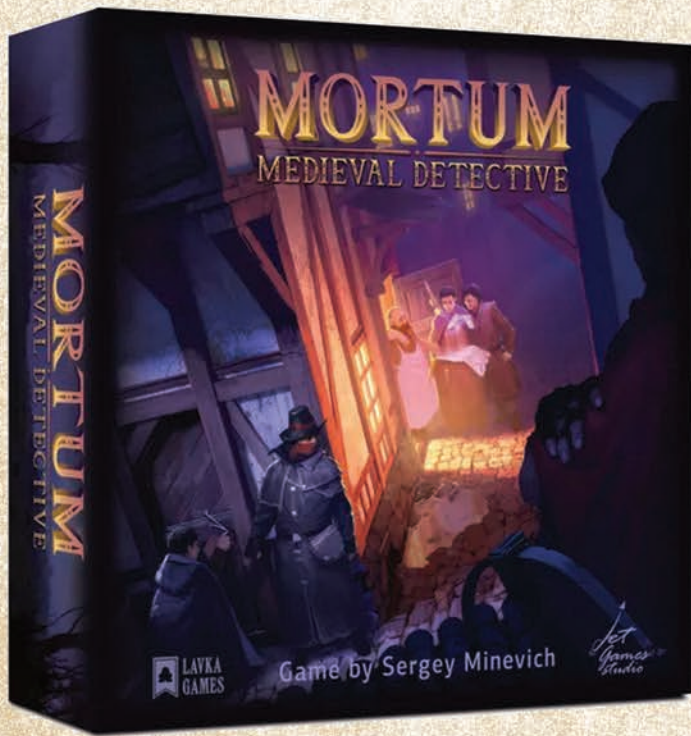
The Sixth World setting is the heart of **Shadowrun**, and two new products help players bring the world to life in their games.

Emerald City is the Seattle sourcebook for **Shadowrun**, **Sixth World**, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

Shadow Points also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for **Shadowrun**, **Sixth World**, **Shadow Points** is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!



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Greetings GTM Fans!

For our August issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Arcane Wonders to bring you an mysterious giveaway!

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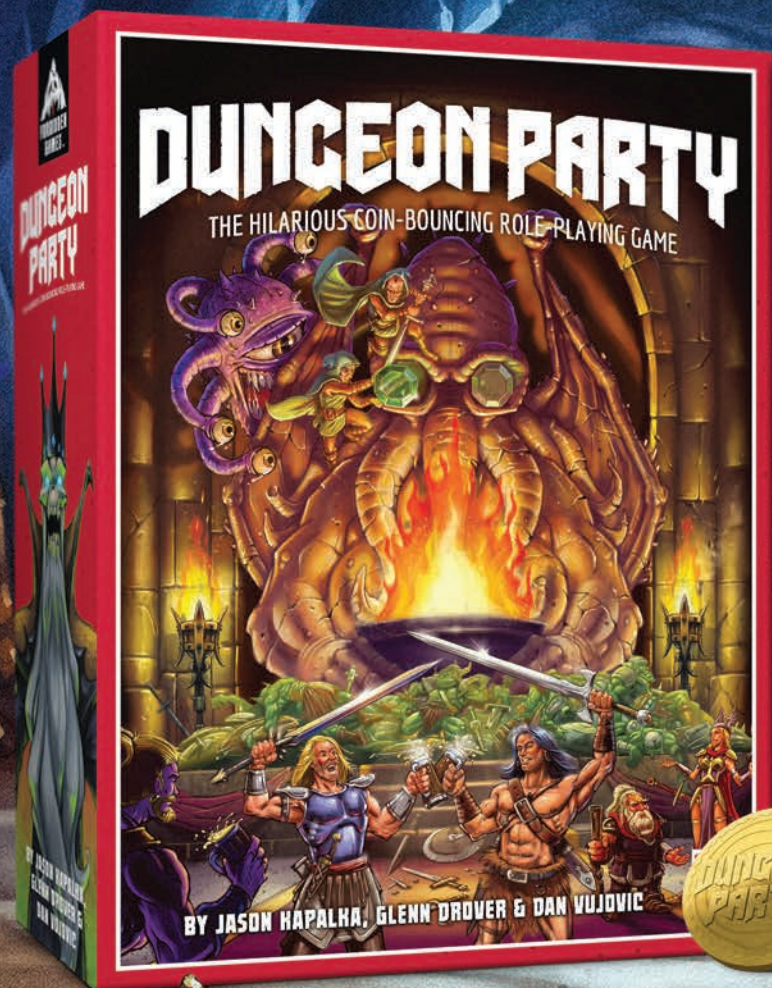


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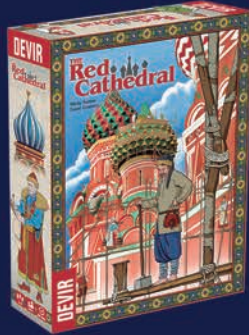




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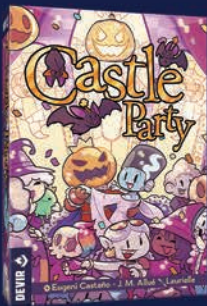
The Red Cathedral



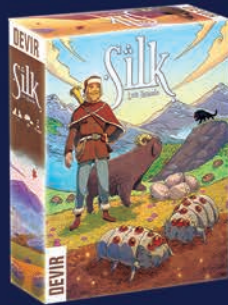
Luna Capital



Mazescape



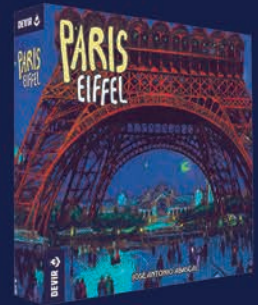
Castle Party



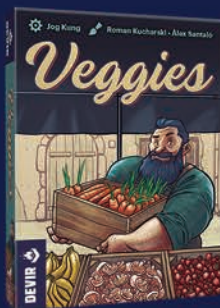
Silk



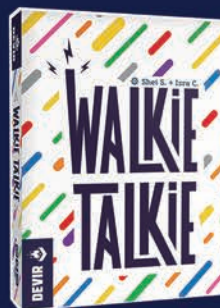
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Paris: Eiffel



Veggies



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